BRADYGAMES®
OFFICIAL STRATEGY GUIDE

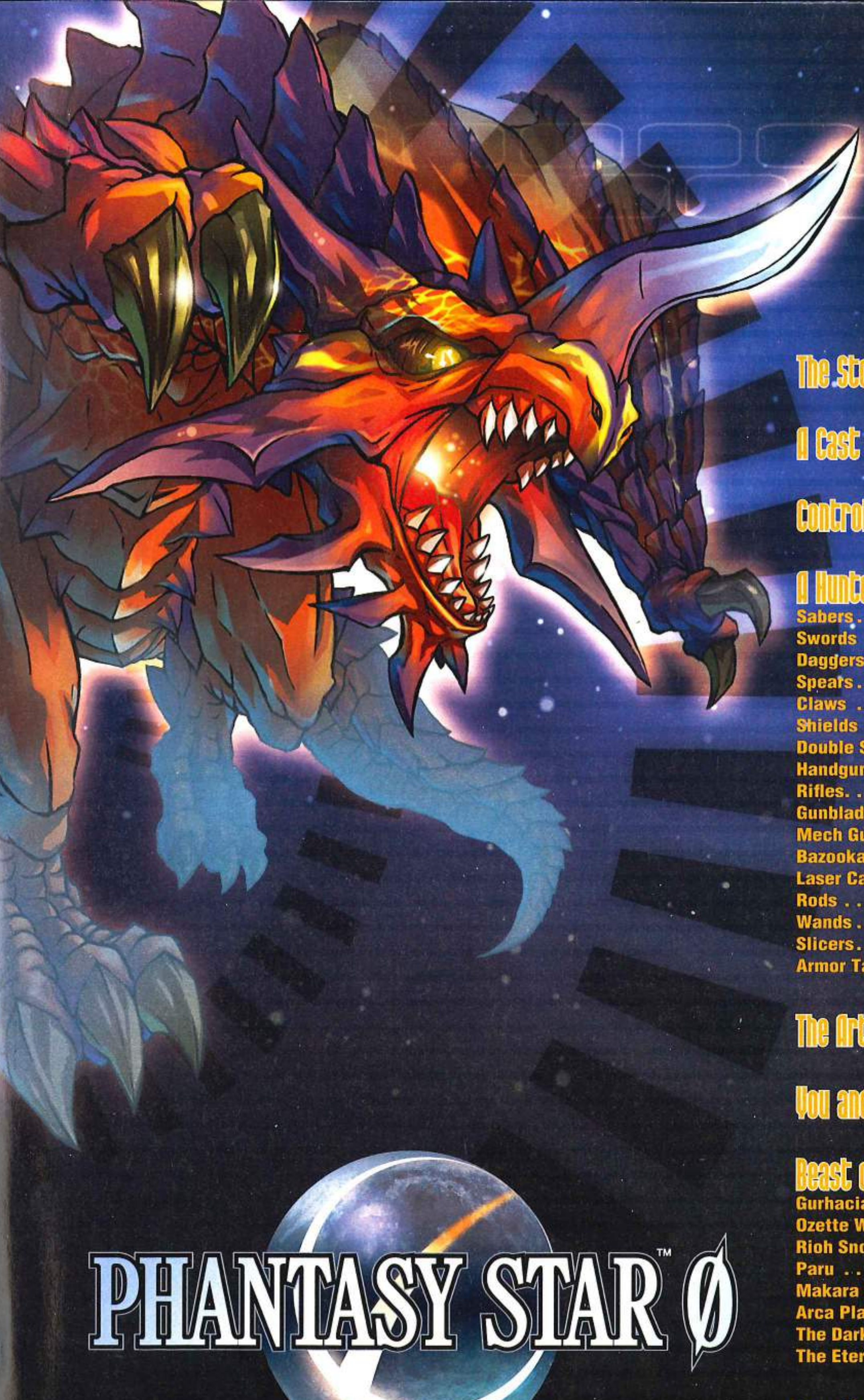
TAKE YOUR GAME FURTHER®

PHANTASY STAR™ 0

SEGA®

COVERS NINTENDO DS™

Michael Lummis



PHANTASY STAR™ 0

The Story 4

A Cast of Heroes 8

Controls 16

A Hunter's Armament 26
Sabers 33
Swords 34
Daggers 35
Spears 36
Claws 38
Shields 39
Double Sabers 40
Handguns 41
Rifles 42
Gunblades 44
Mech Guns 45
Bazookas 46
Laser Cannons 47
Rods 48
Wands 49
Slicers 50
Armor Tables 53

The Arts of War 56

You and Your MAG 66

Beast of Paru

Gurhacia Valley 71
Ozette Wetlands 76
Rioh Snowfield 79
Paru 81
Makara Ruins 85
Arca Plant 88
The Dark Shrine 92
The Eternal Tower 98

Questing for Fun and Profit . . 100
Human Walkthrough 101
CAST Walkthrough 106
Newman Walkthrough 112
Three Journeys Merge 118

The Quests Continue 128

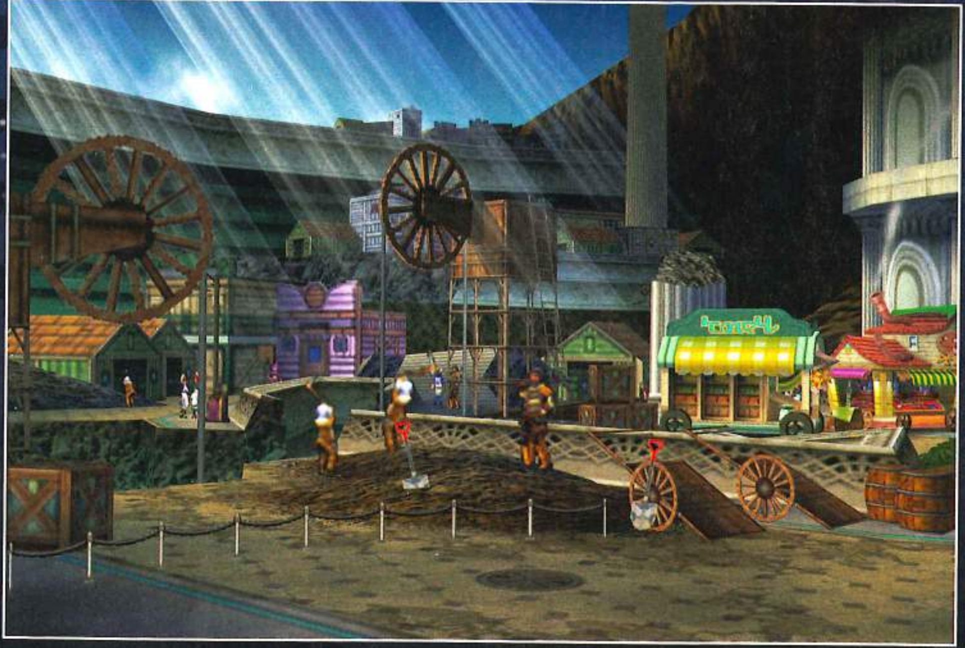
PHANTASY STAR™ REAWAKENS

The core Phantasy Star concept is almost perfect. Grab an assortment of strange monsters, cool characters, and treasure, then mix them together. Repeatable, randomized dungeons, great level building, and solid tactics don't grow stale.

But what would make the mix even better? Portability and dual screen action, of course. Nintendo DS™ owners get their share of the love now that *Phantasy Star Zero* has arrived on the scene. The story is new and the quests are as well, but the familiar mix of addictive killing returns to a warm welcome.

100 levels of slaughter await you. Build your MAGS, try out 14 classes of Humans, CAST, and Newmans, and save the world from destruction. This guide takes you along for the ride, revealing to you the ins and outs of the game. There are strategies for defeating all the monsters: bosses and little guys alike. Compare the stats for both starting and fully leveled characters to see what's best for the build you want to create! Read weapon descriptions to see what's new, and enjoy some of the series fine artwork. In fact, you'll learn how to unlock all three difficulty modes, in case the first two aren't enough for your taste. And if that's still not enough, we'll solo Reyburn blindfolded just to make you happy. We're crazy like that.

If you're ready to delve into the world of Phantasy Star once again, get this book today. See you online!



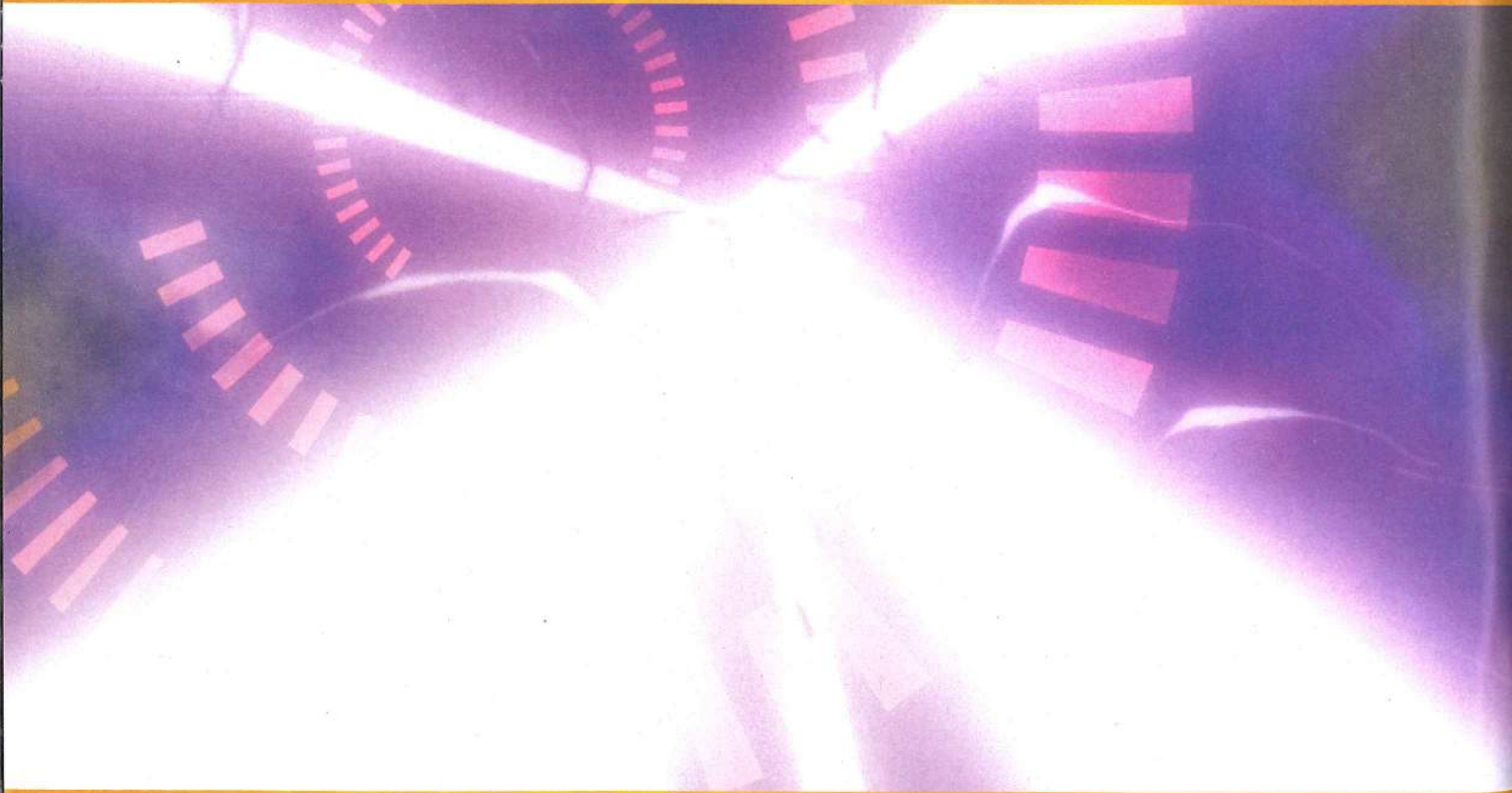
IT STARTED WITH THE GREAT BLANK

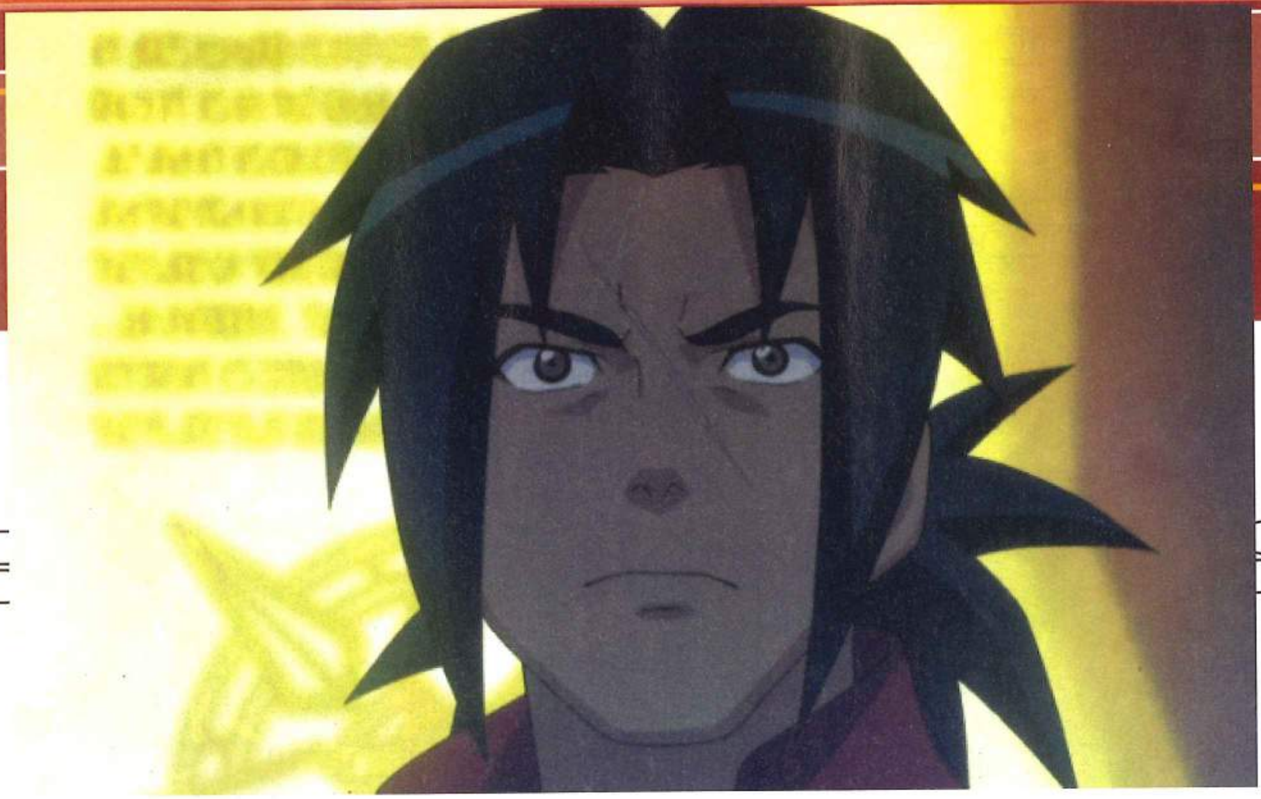
Human and CAST history only goes back 200 years, to an event called "The Great Blank." That period marked a time of ecological destruction that nearly destroyed civilization. It's known that all members of an old race called the Newman died during The Great Blank. CASTs fell unconscious, the environment became toxic, and humanity was forced underground to survive.

About 100 years ago, things began to improve. Though the planet was still devastated, some regions became safe enough for communities to form. Humans came back to the surface and started to rebuild. CASTs began to wake as well, though only a few here and there.

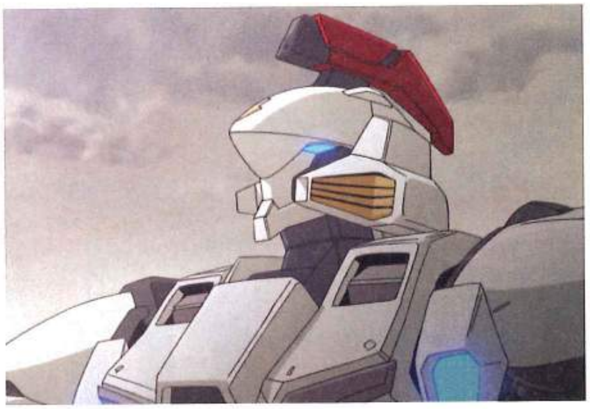
Numbers have swelled recently as more Humans are born and CASTs continue to reawaken. Though no new CASTs are being created, their numbers are strong. Huge swaths of wilderness are filled with ruins, secrets, and technology from the past. The Hunter's Guild exists to find treasure from the lost era and to protect settlements. Some Hunters escort workers to lay lines of communication between cities. Others fight off monsters. And some Hunters delve into the deepest ruins, either for Meseta, glory, or a personal interest in the past.

Dairon City is one of the larger settlements. It boasts a supply of weapons, armor, and medical items that all Hunters need. People come there to improve their gear, to visit the reputed Photon Collector, and to find work.





The Races



Human

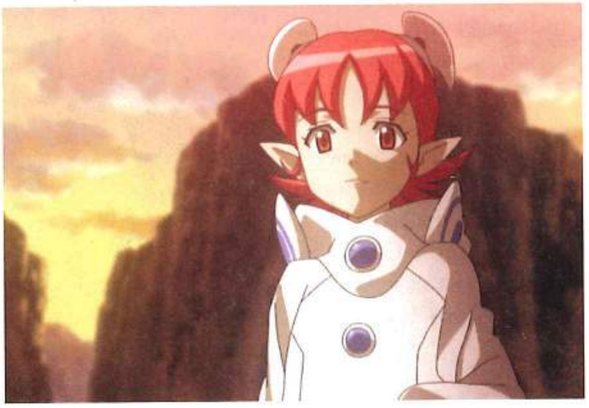
Humans are a versatile race. They're known as skilled Hunters, Rangers, and Force users. No job is impossible for a Human, though other races sometimes surpass them in accomplishing a given chore. Humans are able to use more Materials to raise their stats.

In terms of emotions, Humans are varied. Humans can be bold, selfish, cowardly, simple, brilliant, or just about anything else you might imagine.

CAST

CASTs are a race of intelligent robots with some relation to MAGS (smaller robots that accompany most Hunters to aid them in battle). Most CASTs are logical and able bodied. Though unable to use Force abilities, these robots are considerably tougher than the other sentient races. It takes a lot of punishment to fell one of these guys. Some say that they can even lose their heads and survive, waiting to find a new body.

CASTs use traps to thwart their enemies, and they regain health very quickly. You can stand and watch a CAST heal after (or during) a battle. The same injuries that would take a Human days to heal without appropriate healing techniques or items are a mere inconvenience to a CAST.

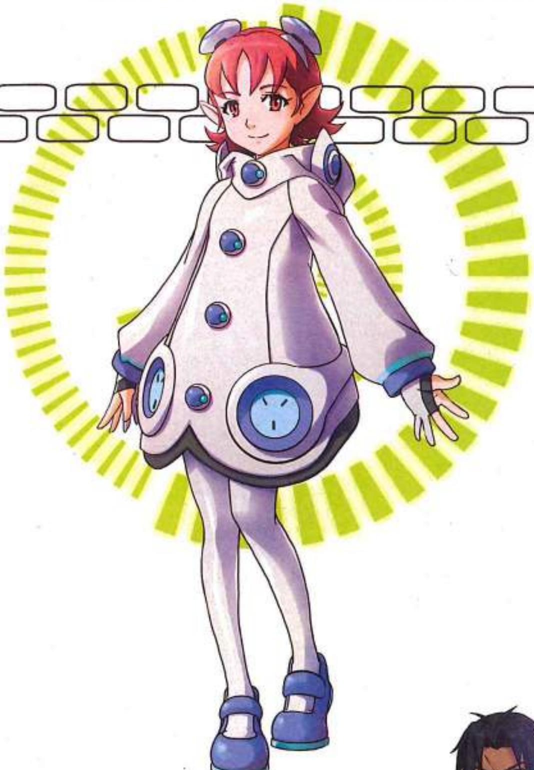


Newman

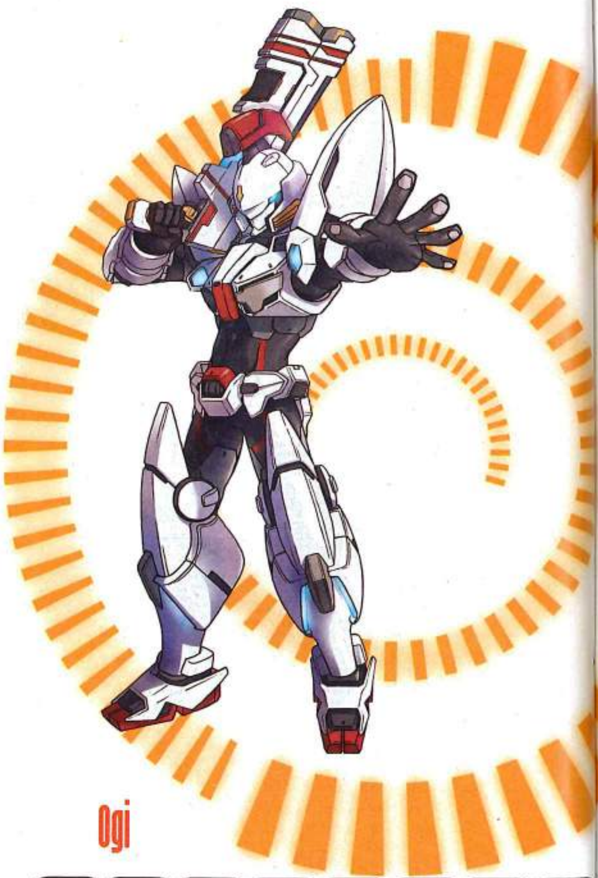
Although it's said that all Newmans died during The Great Blank, some might have survived. These smaller humanoids are bright and quick. They aren't as strong or as durable as Humans and CASTs, but they're gifted Force users. Newman even regain Photon Points without the need for special fluids. This gives Newman the option to use Force techniques and photon arts with near impunity.

Notable People

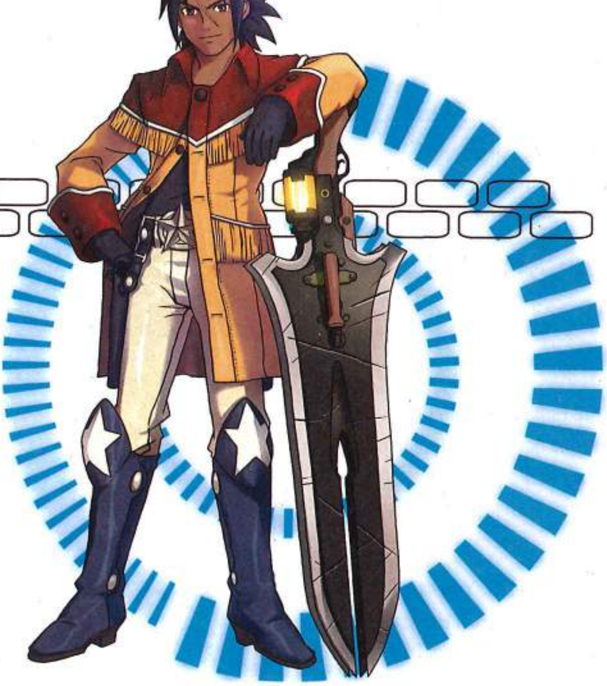
Sarisa



Sarisa is a young Newman who comes to the planet from somewhere in the heavens. She's not alone, but something about Sarisa differentiates her from other Newman. She watches others closely and tries to understand who they really are and how they think. This helps Sarisa see the best even in people who could have been enemies.



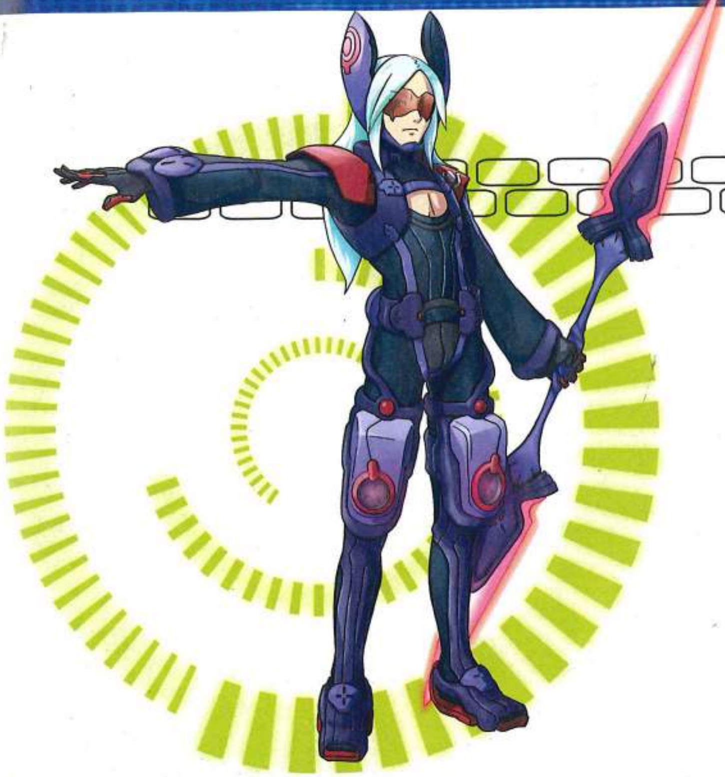
Kai



Kai is an experienced Hunter who's been around the wilderness for years. He's said to have been born in another city, far away from Dairon, but you'll have to ask him about that. Kai is approachable, honest, and forward. He tries to help the younger Hunters learn the ropes without getting themselves hurt, though he doesn't always know the right thing to say.

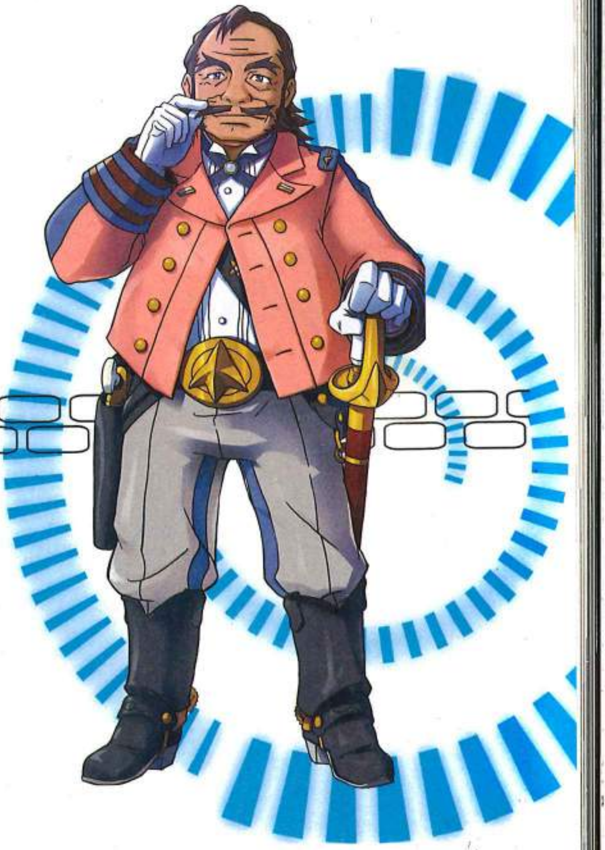
Ogi

Ogi is a CAST who also works in the Dairon City Hunter's Guild. He's friends with Nicolas, a merchant from town. The two of them work together to find ruins and strange technology. Though Ogi's normally quite calm, bad guys sometimes cause him to lose his head.



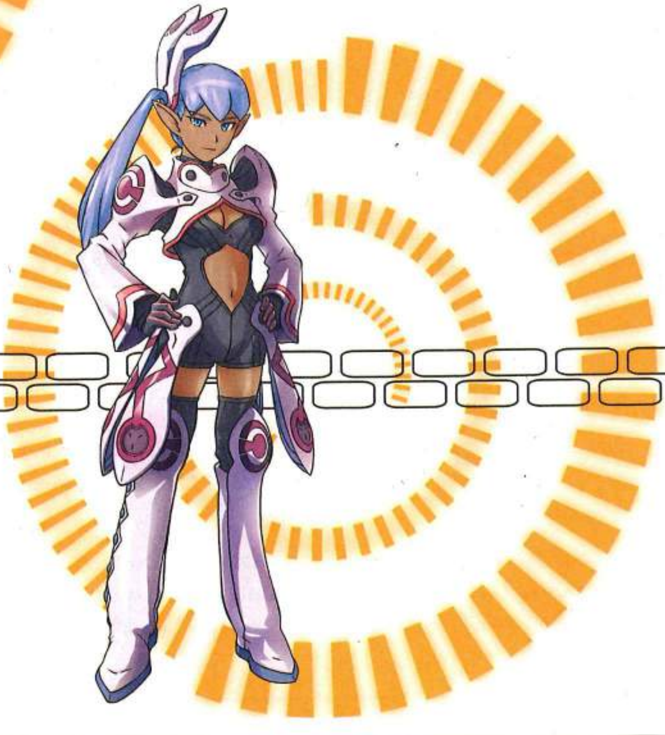
Reve

Reve is an officer in a Newman military force. His goals and the higher command structure of the force are unknown. Clearly there is something he needs from the ruins, but what is it? Is this man a friend or a foe?



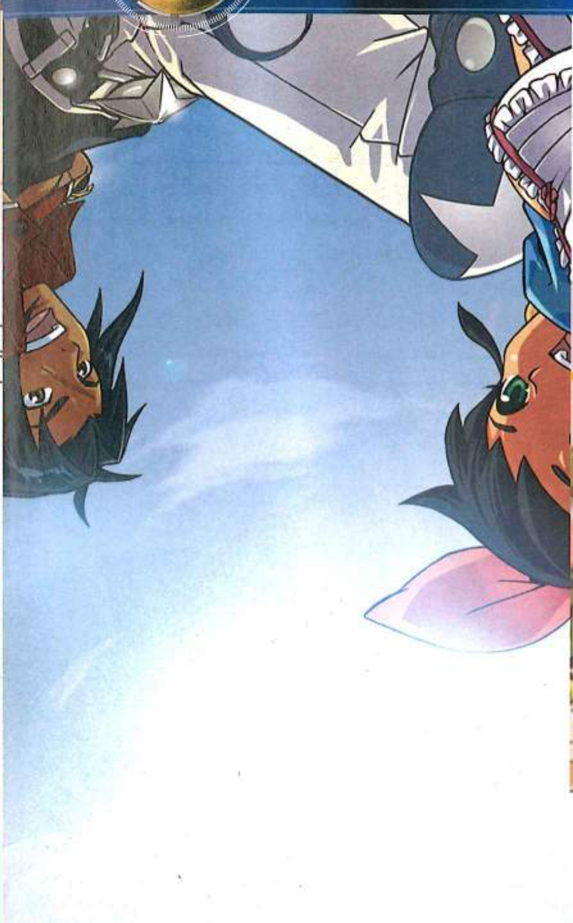
The Mayor of Dairon

Dairon City is led by a good man, and one with relatively few vices. He doesn't heavily indulge in drink, gambling, or dangerous activities, and the city flourishes because of it. However, the Mayor has a secret weakness that's he's trying to hide. If you ask, he'll brush it off, cover it up, or say that there's not a hair of truth to the rumor.

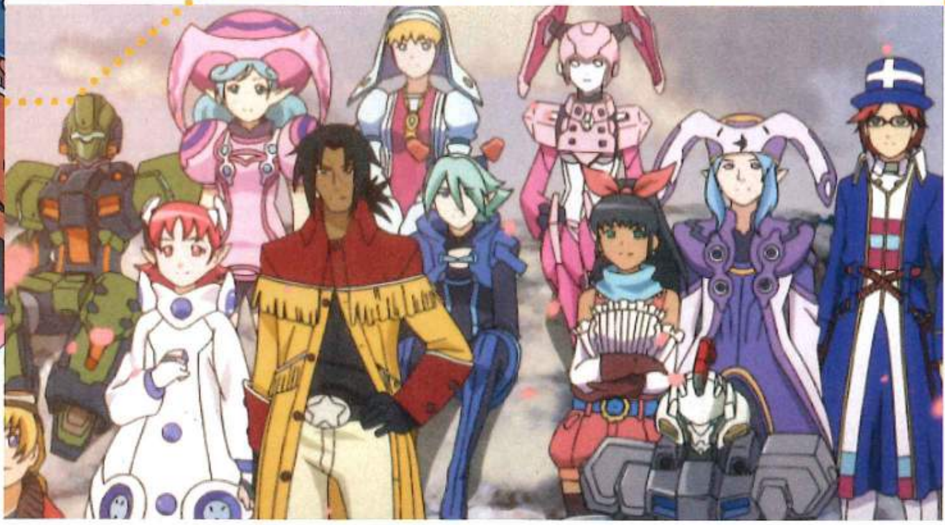


Ana

Ana is a Newman with substantial skills. She's gifted at manipulating technology, but that isn't her true strength. Ana's best trait is her ability to organize others. She's a born leader, and other Newman follow her lead. A cynic and a skeptic by nature, she's not easily convinced of anything that she can't prove for herself.



A CAST OF HEROES



All people who join the Hunter's Guild follow one of three classes: Hunters, Rangers, or Force Users. These heroes are all "hunters" (in a professional sense), but the way they accomplish the job differs dramatically. Read this chapter to find out which class is right for you!

Hunters

Any race has the potential to be a Hunter. All you need is courage and strength. Hunters primarily use melee weapons at fairly short range. Their damage isn't as high as a Force User, but their survivability is much higher when enemies attack them.

When soloing, Hunters are decent. They kill well, survive hits, and are quite visceral if you enjoy the crunch of enemy bones! In groups, Hunters offer even more; they're great at keeping attention off of Rangers and Force Users. That increases the time those classes spend dealing damage, enabling your group to kill much faster.

DEVELOPER TIPS: CHARACTER/CLASS DIFFICULTY

CASTs are best for beginners as they provide High Attack Power and Defense. CASTs cannot use magic and this allows new players to focus on attacking. CASTs regenerate HP over time and can see all traps on the field without the use of Trap Vision.

Humans provide a balanced experience for players. They inflict average damage, can use most weapons, and can use Tech Power like a Newman.

Newmans are the weakest in both physical attack power and defense. They have the highest Tech Power and can use high-level magic. They should be used by players who want an advanced challenge to the game.

HUmar

STATISTICS (BY LEVEL)						
Level	1	20	40	60	80	100
HP	82	258	432	532	630	700
PP	67	200	299	339	378	408
ATP	56	145	238	321	394	468
DFP	10	76	129	171	208	244
ATA	110	148	191	224	233	243
EVP	13	75	135	174	207	240
MST	33	84	135	186	237	288

* Blue Stats indicate the best in this class; Red Stats indicate the worst

TECHNIQUE LIST		
Name	Usable	Level Cap
Foie	Yes	10
Barta	Yes	10
Zonde	Yes	10
Grants	No	N/A
Megid	No	N/A
Resta	Yes	10
Anti	Yes	10
Shifta	Yes	10
Deband	Yes	10
Jellen	No	N/A
Zalure	No	N/A

WEAPON ABILITIES		
Category	Usable	Effectiveness
Sabers	Yes	High
Swords	Yes	High
Daggers	Yes	High
Spears	Yes	High
Claws	Yes	High
Shields	Yes	High
Double Sabers	Yes	High
Handguns	Yes	High
Rifles	No	N/A
Gunblades	No	N/A
Machine Guns	Yes	Limited
Bazookas	Yes	Limited
Laser Cannons	No	N/A
Rods	No	N/A
Wands	Yes	High
Slicers	Yes	Limited

General Description

HUmars are versatile melee sluggers. They lack some of the CAST resilience, but they make up for it with a mix of modest techniques. Add Resta to your palette, and suddenly those Hit Point totals are meaningless. Your CAST rivals must rely on allies and items for healing. You won't. That alone is a major boon for people who enjoy being self-reliant.

Humans have high Attack Accuracy. That means you can fully focus on a strong offense with your Materials and MAGS, or on a heavy defense. Considering that all Humans get to use 100 Materials instead of just 80 (as other races receive), you see that there are even fewer downsides to these Hunters.

For a melee jack-of-all-trades, you have a powerful choice in the HUmars!

HUmarl

STATISTICS (BY LEVEL)						
Level	1	20	40	60	80	100
HP	80	253	424	521	617	685
PP	70	209	311	354	396	428
ATP	54	140	230	310	380	450
DFP	10	72	123	163	196	230
ATA	116	155	200	234	244	255
EVP	13	79	141	182	217	252
MST	35	89	143	197	251	306

* Blue Stats indicate the best in this class; Red Stats indicate the worst

WEAPON ABILITIES		
Category	Usable	Effectiveness
Sabers	Yes	High
Swords	Yes	High
Daggers	Yes	High
Spears	Yes	High
Claws	Yes	High
Shields	Yes	High
Double Sabers	Yes	High
Handguns	Yes	High
Rifles	No	N/A
Gunblades	No	N/A
Machine Guns	Yes	Limited
Bazookas	Yes	Limited
Laser Cannons	No	N/A
Rods	No	N/A
Wands	Yes	High
Slicers	Yes	Limited

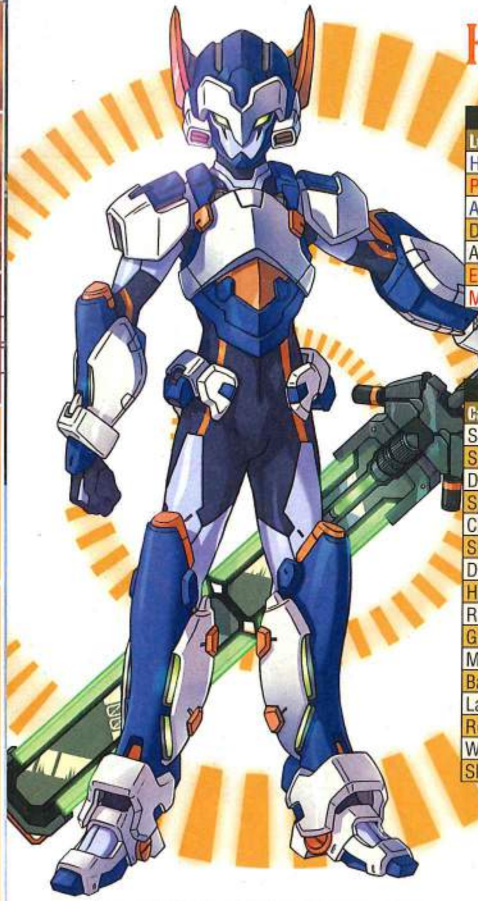
TECHNIQUE LIST		
Name	Usable	Level Cap
Foie	Yes	10
Barta	Yes	10
Zonde	Yes	10
Grants	No	N/A
Megid	No	N/A
Resta	Yes	10
Anti	Yes	10
Shifta	Yes	10
Deband	Yes	10
Jellen	No	N/A
Zalure	No	N/A

General Description

HUmarls are female Human Hunters. They fight just as well as their male counterparts and have access to all of the same techniques. The only difference between the two lies in the standard shift of stats between males and females. Thus, HUmarls have more Attack Accuracy, Evasion, and MST, but they suffer from slight reductions in their Hit Points, Attack Power, and Defense.

If you often fight enemies that are beneath your level, male Hunters are substantially better for wading through them. Female Hunters, with their higher Attack Accuracy, see the greatest benefits from fighting high-end targets. Still, this difference is fairly minor and isn't worth developing an entire leveling strategy.

Instead, the male/female choice is usually an aesthetic one. Pick between HUmars and HUmarls based on which you see as the "cooler" character.



HUcast

STATISTICS (BY LEVEL)						
Level	1	20	40	60	80	100
HP	98	280	470	614	766	882
PP	52	144	207	255	312	354
ATP	60	145	235	324	414	504
DFP	12	79	127	180	236	292
ATA	132	170	210	248	264	280
EVP	7	42	72	96	120	144
MST	25	66	110	153	196	239

Blue Sta the best in this class; Red Stats indicate the worst

WEAPON ABILITIES		
Category	Usable	Effectiveness
Sabers	Yes	High
Swords	Yes	High
Daggers	Yes	High
Spears	Yes	High
Claws	Yes	High
Shields	Yes	High
Double Sabers	Yes	High
Handguns	Yes	High
Rifles	Yes	Limited
Gunblades	Yes	Limited
Machine Guns	Yes	Limited
Bazookas	Yes	Limited
Laser Cannons	Yes	Limited
Rods	No	N/A
Wands	Yes	High
Slicers	Yes	Limited

TRAP CAPACITY (BY CHARACTER LEVEL)						
Trap Type	1-19	20-39	40-59	60-79	80-99	100
Heat	5	5	5	5	5	5
Ice	5	6	7	8	9	10
Light	5	6	7	8	9	10
Heal	5	5	5	5	5	5

General Description

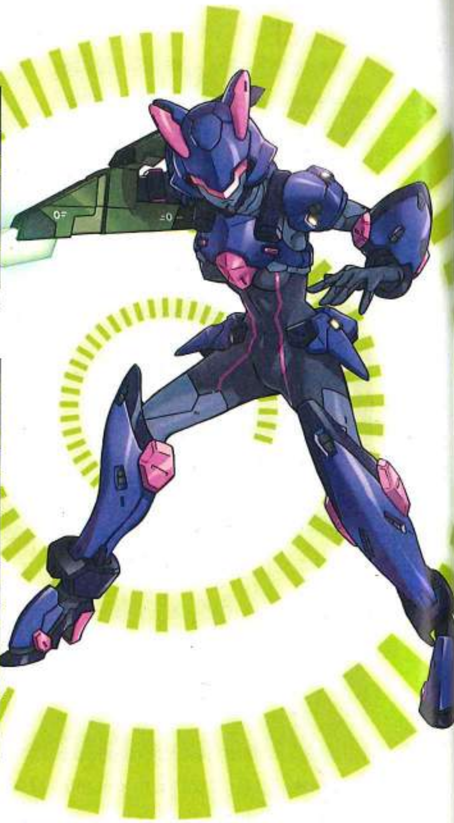
HUcasts are the most straightforward class in the game. These walking tanks take the most damage, deal the most melee damage in return, and are easy to understand. You don't need to worry about finding techniques, and managing your PP is purely a matter of using an occasional fluid after heavy bursts of Photon Arts.

CASTs give up a lot to be what they are. Without techniques, your Hunters won't be nearly as flexible. However, the extreme burst to combat stats and the ability to carry many offensive traps both help you in your work.

When soloing, HUcasts do just fine. Their high health carries them through many boss fights, and everything else is a walk in the park. That said, HUcasts are even better for grouping. While the class has a big weakness in terms of its reliance on items, this is lessened by having dedicated Force Users around.

Notice the relaxed weapon restrictions for CAST Hunters. These characters have access to almost any type of weapon they require. It's wise to keep a long-range rifle or similar weapon around. Enemies that punish melee involvement or move quickly (such as Finjers) are easily killed by switching to ranged secondary weapons.

HUcaseal



STATISTICS (BY LEVEL)						
Level	1	20	40	60	80	100
HP	95	271	454	593	740	853
PP	59	162	233	287	340	386
ATP	58	141	228	316	403	490
DFP	11	76	122	172	224	277
ATA	138	178	220	260	277	294
EVP	8	44	76	102	128	153
MST	28	74	122	170	218	266

* Blue Stats indicate the best in this class; Red Stats indicate the worst

WEAPON ABILITIES		
Category	Usable	Effectiveness
Sabers	Yes	High
Swords	Yes	High
Daggers	Yes	High
Spears	Yes	High
Claws	Yes	High
Shields	Yes	High
Double Sabers	Yes	High
Handguns	Yes	High
Rifles	Yes	Limited
Gunblades	Yes	Limited
Machine Guns	Yes	Limited
Bazookas	Yes	Limited
Laser Cannons	Yes	Limited
Rods	No	N/A
Wands	Yes	High
Slicers	Yes	Limited

TRAP CAPACITY (BY CHARACTER LEVEL)						
Trap Type	1-19	20-39	40-59	60-79	80-99	100
Heat	5	5	5	5	5	5
Ice	5	5	5	5	5	5
Light	5	6	7	8	9	10
Heal	5	6	7	8	9	10

General Description

Female characters are usually well-balanced with their male counterparts. The loss of direct power and health is made up for in the higher evasive potential and MST. But that isn't the case for HUcaseals; these Hunters don't overly benefit from their Evasion or MST (already very weak areas for a CAST). In terms of raw stats, you're better off with a HUcast.

But that's a hardcore view of the stats. Good players are going to slash up the field no matter what they choose. If you like the look and style of HUcaseals, there's no reason not to pick them as your character. A few points lost to the HUcasts won't make a huge difference in the endgame.

In addition, HUcaseals can carry more Heal Traps. That is very nice for soloing Hunters. You should use those to supplement your standard healing items, allowing for greater survivability on long missions without having to telepipe back to town. That's even more useful in the Eternal Tower, where telepipes don't work.

CAST Don't Use Techniques

CAST have PP just like all characters, but they aren't able to learn or use techniques. Instead, they spend PP on Photon Arts through their weapons.

HUnewm

STATISTICS (BY LEVEL)						
Level	1	20	40	60	80	100
HP	77	231	376	486	598	674
PP	75	202	282	341	419	480
ATP	50	117	182	247	337	423
DFP	9	56	84	121	169	212
ATA	121	150	177	214	242	266
EVP	21	95	161	211	255	297
MST	43	109	178	242	302	359

* Blue Stats indicate the best in this class/Red Stats indicate the worst

TECHNIQUE LIST		
Name	Usable	Level Cap
Foie	Yes	10
Barta	Yes	10
Zonde	Yes	10
Grants	No	N/A
Megid	No	N/A
Resta	Yes	10
Anti	Yes	10
Shifta	Yes	10
Deband	Yes	10
Jellen	No	N/A
Zalure	No	N/A

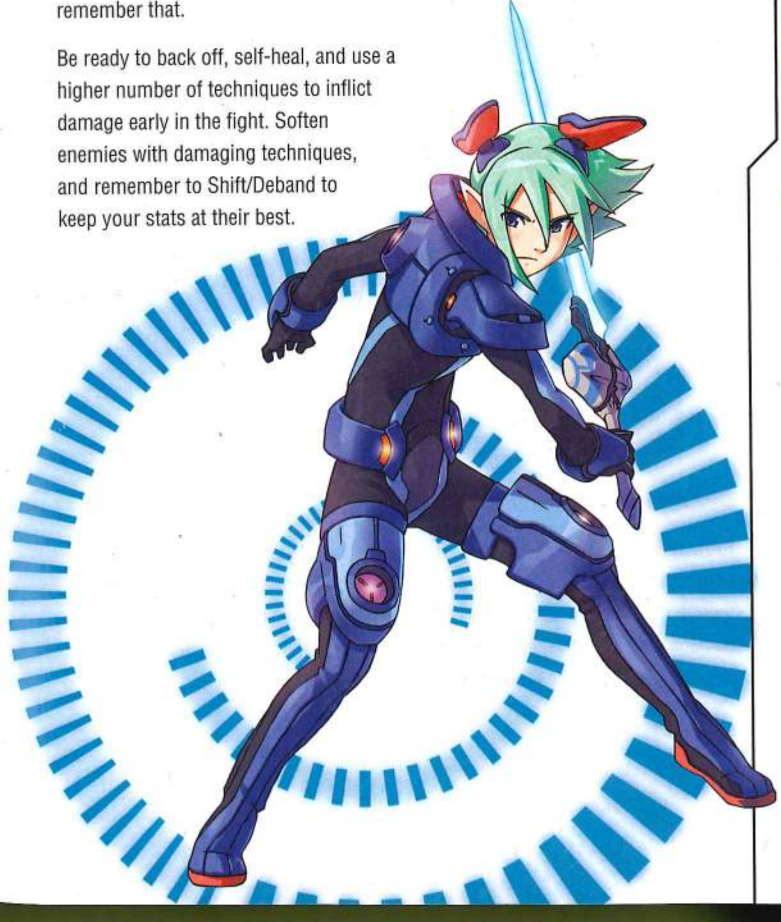
WEAPON ABILITIES		
Category	Usable	Effectiveness
Sabers	Yes	High
Swords	Yes	High
Daggers	Yes	High
Spears	Yes	High
Claws	Yes	High
Shields	Yes	High
Double Sabers	Yes	High
Handguns	Yes	High
Rifles	No	N/A
Gunblades	Yes	Limited
Machine Guns	Yes	Limited
Bazookas	No	N/A
Laser Cannons	No	N/A
Rods	Yes	Limited
Wands	Yes	High
Slicers	Yes	Limited

General Description

HUnewm and HUnewearls are the most difficult Hunters to pick up and play. Gifted with more PP and MST, they're clearly the best technique users in this realm of melee sluggers. Their ability to use gunblades is nice if you want to especially stress these classes' versatile nature, but you might miss the higher survivability of Human and CAST Hunters.

Be more careful about rushing into melee with these guys. You need to stress higher end armor. It's also wise to invest in gear with proper resistances for the areas you assault. You're playing a finesse fighter here, and it's good to remember that.

Be ready to back off, self-heal, and use a higher number of techniques to inflict damage early in the fight. Soften enemies with damaging techniques, and remember to Shift/Deband to keep your stats at their best.



HUnewearl

STATISTICS (BY LEVEL)						
Level	1	20	40	60	80	100
HP	75	224	365	471	579	653
PP	79	211	295	357	438	501
ATP	48	112	174	236	323	405
DFP	9	53	79	115	161	203
ATA	126	157	186	224	253	278
EVP	21	99	168	224	253	327
MST	45	114	186	254	317	377

* Blue Stats indicate the best in this class; Red Stats indicate the worst

WEAPON ABILITIES		
Category	Usable	Effectiveness
Sabers	Yes	High
Swords	Yes	High
Daggers	Yes	High
Spears	Yes	High
Claws	Yes	High
Shields	Yes	High
Double Sabers	Yes	High
Handguns	Yes	High
Rifles	No	N/A
Gunblades	Yes	Limited
Machine Guns	Yes	Limited
Bazookas	No	N/A
Laser Cannons	No	N/A
Rods	Yes	Limited
Wands	Yes	High
Slicers	Yes	Limited

TECHNIQUE LIST		
Name	Usable	Level Cap
Foie	Yes	10
Barta	Yes	10
Zonde	Yes	10
Grants	No	N/A
Megid	No	N/A
Resta	Yes	10
Anti	Yes	10
Shifta	Yes	10
Deband	Yes	10
Jellen	No	N/A
Zalure	No	N/A

General Description

HUnewearls are the softest of all Hunters. Their high Evasion is a good thing to have (it's essential, really), but the combination of low Hit Points and Defense makes it awfully hard to stay in melee without Deband and the best armor you can buy. Consider putting grinders into armor even before your weapons are maxed out. This avoids the frustration of going down often in battle.

If you like Hunters but want the most active choice possible, consider the HUnewearls. It takes a very intelligent and engaged player to use these girls well. You must be able to take advantage of ranged weapons/techniques, melee attacks, equipment switching, and a wider range of general actions. Consider this if you love Hunters but find CAST a tad repetitive.

Rangers

Rangers use a variety of guns and other long-range weapons to destroy their foes from relative safety. These heroes aren't as tough as Hunters, nor is their damage output as high, but they are able to hit decently without exposing themselves to much return activity.

Though individual interests and tastes vary, it's usually more exciting to play Rangers in a group setting. Solo Rangers have a harder time controlling the battlefield; their allies don't often attack targets in the exact way you'd want. It's MUCH easier when other players are involved, since they'll tie up enemies and still deal full damage while you hold back and peck away. They also do a better job of peeling things off of you if a monster gets too close.

RAmar

STATISTICS (BY LEVEL)

Level	1	20	40	60	80	100
HP	72	232	362	455	542	595
PP	73	218	324	370	415	449
ATP	41	107	177	237	287	337
DFP	8	58	100	130	155	180
ATA	151	205	246	285	304	323
EVP	14	82	147	190	227	264
MST	31	90	152	204	246	288

* Blue Stats indicate the best in this class; Red Stats in

WEAPON ABILITIES

Category	Usable	Effectiveness
Sabers	Yes	High
Swords	No	N/A
Daggers	No	N/A
Spears	Yes	Limited
Claws	No	N/A
Shields	No	N/A
Double Sabers	No	N/A
Handguns	Yes	High
Rifles	Yes	High
Gunblades	Yes	High
Machine Guns	Yes	High
Bazookas	Yes	High
Laser Cannons	Yes	High
Rods	No	N/A
Wands	Yes	High
Slicers	Yes	Limited

TECHNIQUE LIST

Name	Usable	Level Cap
Foie	Yes	10
Barta	Yes	10
Zonde	Yes	10
Grants	No	N/A
Megid	No	N/A
Resta	Yes	10
Anti	Yes	10
Shifta	No	N/A
Deband	No	N/A
Jellen	Yes	10
Zalure	Yes	10

General Description

RAmars are the complete middle of the road Ranger. Their combination of medium attack strength and defensive attributes ensures that they have no weaknesses to exploit. Give them any ranged weapon and use enough grinders, and you'll get a decent character.

However, this class takes patience. Rangers are already fairly low on the damage table in PSO. Many of their weapons aren't fast killers, and you might find leveling slower than with other characters (especially Force Users).

Make sure that you use Zalure to improve your kill speed, especially on any tough enemies. This is particularly important when fighting alone.

RAmarl

STATISTICS (BY LEVEL)

Level	1	20	40	60	80	100
HP	71	227	354	445	529	581
PP	76	225	335	383	430	466
ATP	39	103	171	228	276	324
DFP	7	56	96	126	150	174
ATA	158	213	257	298	318	338
EVP	14	86	153	198	237	276
MST	33	94	158	213	257	301

* Blue Stats indicate the best in this class; Red Stats indicate the worst

WEAPON ABILITIES

Category	Usable	Effectiveness
Sabers	Yes	High
Swords	No	N/A
Daggers	No	N/A
Spears	Yes	Limited
Claws	No	N/A
Shields	No	N/A
Double Sabers	No	N/A
Handguns	Yes	High
Rifles	Yes	High
Gunblades	Yes	High
Machine Guns	Yes	High
Bazookas	Yes	High
Laser Cannons	Yes	High
Rods	No	N/A
Wands	Yes	High
Slicers	Yes	Limited

TECHNIQUE LIST

Name	Usable	Level Cap
Foie	Yes	10
Barta	Yes	10
Zonde	Yes	10
Grants	No	N/A
Megid	No	N/A
Resta	Yes	10
Anti	Yes	10
Shifta	No	N/A
Deband	No	N/A
Jellen	Yes	10
Zalure	Yes	10

General Description

RAmarls are the softest Rangers. They're superior if you enjoy the technique end of the class. Being able to use Resta and Zalure more frequently is a benefit, though it's certainly harder to play these Rangers. They don't usually do much damage with offensive techniques compared to good ranged weapons, so the improved MST is almost superfluous.

RAcast

STATISTICS (BY LEVEL)						
Level	1	20	40	60	80	100
HP	86	245	411	537	671	775
PP	62	171	246	303	359	397
ATP	47	114	184	255	325	396
DFP	9	60	97	134	171	207
ATA	165	212	262	309	325	342
EVP	9	49	84	112	140	168
MST	27	71	118	164	211	257

* Blue Stats indicate the best in this class; Red Stats indicate the worst

WEAPON ABILITIES		
Category	Usable	Effectiveness
Sabers	Yes	High
Swords	No	N/A
Daggers	No	N/A
Spears	Yes	Limited
Claws	Yes Limited	
Shields	No	N/A
Double Sabers	No	N/A
Handguns	Yes	High
Rifles	Yes	High
Gunblades	Yes	High
Machine Guns	Yes	High
Bazookas	Yes	High
Laser Cannons	Yes	High
Rods	No	N/A
Wands	Yes	High
Slicers	Yes	Limited

CAST Don't Use Techniques

CAST have PP just like all characters, but they aren't able to learn or use techniques. Instead, they spend PP on Photon Arts through their weapons.

TRAP CAPACITY (BY CHARACTER LEVEL)						
Trap Type	1-19	20-39	40-59	60-79	80-99	100
Heat	5	6	7	8	9	10
Ice	5	6	7	8	9	10
Light	5	5	5	5	5	5
Heal	5	5	5	5	5	5

General Description

RAcasts look like heavy artillery, and indeed they are! These CASTs are harder hitting with their ranged attacks, and their trap use complements the class well. Use Heat Traps to hit enemies for damage over time while you whittle away at their ranks. This helps you kill a little faster while maintaining the hit-and-run tactics that make Rangers more survivable than so many alternatives.

RAcaseal

STATISTICS (BY LEVEL)						
Level	1	20	40	60	80	100
HP	83	238	399	522	652	754
PP	66	180	259	319	378	418
ATP	44	106	182	237	303	369
DFP	8	58	94	129	165	201
ATA	171	221	273	321	339	357
EVP	9	52	90	120	150	180
MST	29	76	126	176	225	275

* Blue Stats indicate the best in this class; Red Stats indicate the worst

WEAPON ABILITIES		
Category	Usable	Effectiveness
Sabers	Yes	High
Swords	No	N/A
Daggers	No	N/A
Spears	Yes	Limited
Claws	Yes Limited	
Shields	No	N/A
Double Sabers	No	N/A
Handguns	Yes	High
Rifles	Yes	High
Gunblades	Yes	High
Machine Guns	Yes	High
Bazookas	Yes	High
Laser Cannons	Yes	High
Rods	No	N/A
Wands	Yes	High
Slicers	Yes	Limited

CAST Don't Use Techniques

CAST have PP just like all characters, but they aren't able to learn or use techniques. Instead, they spend PP on Photon Arts through their weapons.

TRAP CAPACITY (BY CHARACTER LEVEL)						
Trap Type	1-19	20-39	40-59	60-79	80-99	100
Heat	5	6	7	8	9	10
Ice	5	5	5	5	5	5
Light	5	5	5	5	5	5
Heal	5	6	7	8	9	10

General Description

RAcaseals excel at hunting enemies above their level. They have very high Attack Accuracy, and the combination of Heal Traps and normal healing items lets them survive for extremely long periods in combat. This class can successfully hit enemies even when their Evade is through the roof, and skilled tactics prevent those enemies from getting you back.

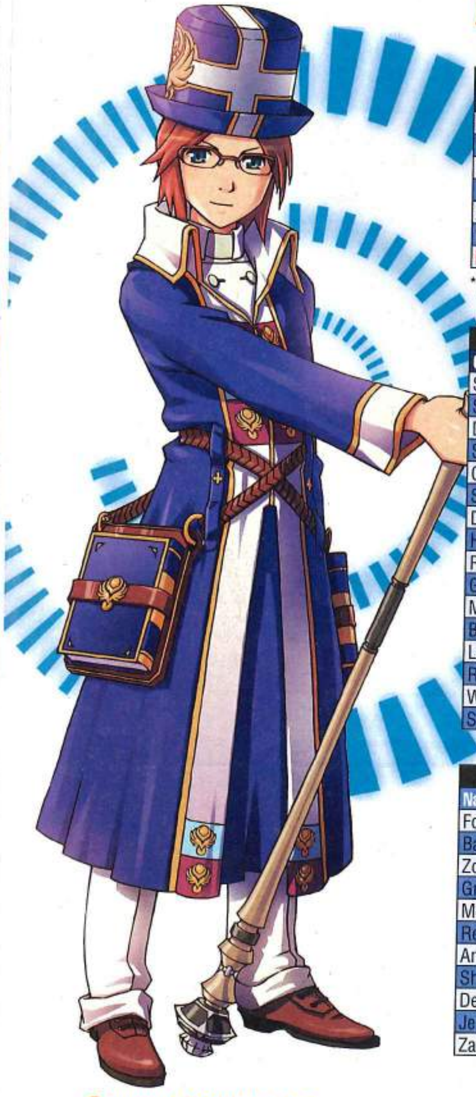
Fight slowly and defensively. Use the longest ranged options at your disposal and pick things off at max range. Sometimes, you can trigger enemies and then retreat before they realize where you are. This allows your Ranger to shoot at foes that won't charge forward to attack: free kills for you and no damage taken in the process.

Force Users

Force Users are heavy hitters that usually stay at medium range, though they can come in close with certain weapons and kick butt from there as well (if you're a little crazy). Force Users don't take hits nicely; they drop when enemies target them for too long. A mix of lower health and defense ensures that. However, the combination of damage output, healing abilities, and techniques to improve stats makes these characters rewarding on all levels.

Solo and group players will be happy with Force Users, especially in *Phantasy Star Zero*. Certain techniques in alternate versions of the series were underpowered. Though flashy, it wasn't always easy to be a Force User. That's changed for the better! These casters are brutal now. Try them, even if you didn't have a taste for them before. It's a whole new world.

FOmar



STATISTICS (BY LEVEL)

Level	1	20	40	60	80	100
HP	73	234	366	460	548	602
PP	102	297	438	511	582	633
ATP	37	98	162	217	261	306
DFP	7	54	93	122	144	167
ATA	105	136	167	189	195	203
EVP	14	82	147	190	227	264
MST	79	136	228	309	381	452

* Blue Stats indicate the best in this class; Red Stats indicate the worst

WEAPON ABILITIES

Category	Usable	Effectiveness
Sabers	Yes	High
Swords	No	N/A
Daggers	Yes	High
Spears	No	N/A
Claws	No	N/A
Shields	Yes	High
Double Sabers	No	N/A
Handguns	Yes	High
Rifles	No	N/A
Gunblades	No	N/A
Machine Guns	Yes	High
Bazookas	Yes	Limited
Laser Cannons	No	N/A
Rods	Yes	High
Wands	Yes	High
Slicers	Yes	High

TECHNIQUE LIST

Name	Usable	Level Cap
Foie	Yes	15
Barta	Yes	15
Zonde	Yes	15
Grants	Yes	15
Megid	Yes	15
Resta	Yes	15
Anti	Yes	15
Shifta	Yes	15
Deband	Yes	15
Jellen	Yes	15
Zalure	Yes	15

General Description

FOmars have an awesome look, paired with noteworthy combat capabilities. All Force Users are deadly in PSO, but the FOmars are also a tiny bit sturdier than the others. While they still can't last for long in melee range and won't dominate with melee weapons, it's less common for them to be knocked out of the fight quickly.

Human Force Users don't do as much with each spell as Newman, and they lack the regeneration of PP that Newman have. These penalties add up, but it's all in what you're trying to accomplish. First-time Force Users benefit from the Humans' increased Hit Points and Defense. More experienced players can go all out without as much risk.

FOmarl

STATISTICS (BY LEVEL)

Level	1	20	40	60	80	100
HP	70	225	350	439	523	574
PP	106	308	454	530	604	658
ATP	35	94	156	208	250	292
DFP	7	52	89	116	137	158
ATA	109	141	173	197	203	212
EVP	14	85	151	196	235	273
MST	50	140	234	318	392	466

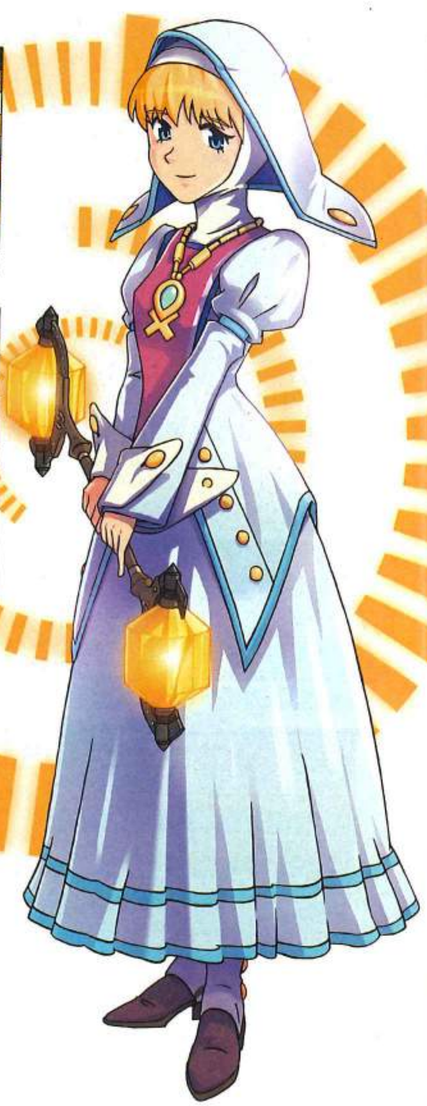
* Blue Stats indicate the best in this class; Red Stats indicate the worst

WEAPON ABILITIES

Category	Usable	Effectiveness
Sabers	Yes	High
Swords	No	N/A
Daggers	Yes	High
Spears	No	N/A
Claws	No	N/A
Shields	Yes	High
Double Sabers	No	N/A
Handguns	Yes	High
Rifles	No	N/A
Gunblades	No	N/A
Machine Guns	Yes	High
Bazookas	Yes	Limited
Laser Cannons	No	N/A
Rods	Yes	High
Wands	Yes	High
Slicers	Yes	High

TECHNIQUE LIST

Name	Usable	Level Cap
Foie	Yes	15
Barta	Yes	15
Zonde	Yes	15
Grants	Yes	15
Megid	Yes	15
Resta	Yes	15
Anti	Yes	15
Shifta	Yes	15
Deband	Yes	15
Jellen	Yes	15
Zalure	Yes	15



General Description

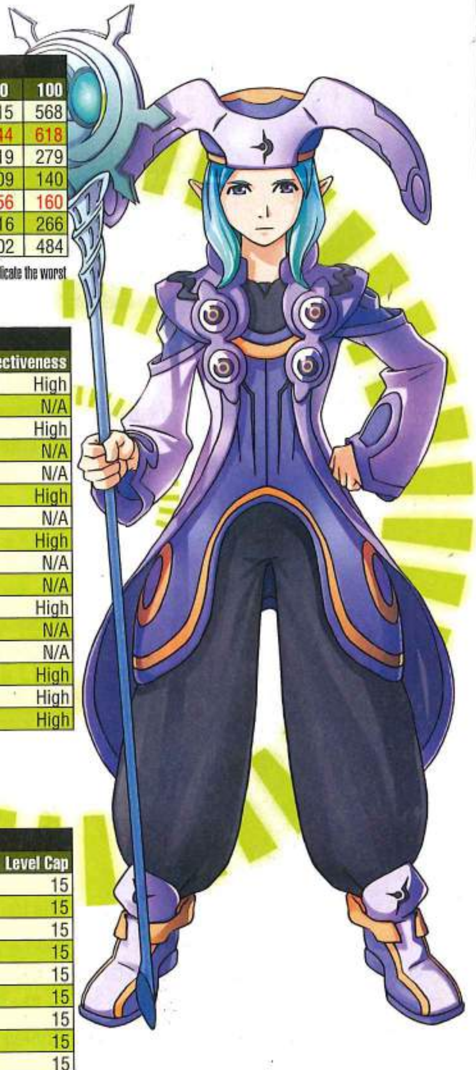
FOmarls have an ungodly amount of PPs, and their costume is adorably cute. Who doesn't want to play a sweet, vestal-looking girl who also blows monsters in half? You can't go wrong!

FOmarls also have higher MST than the boys. In fact, they also reach the FOnewm level of strength. Add the extra Material that all Humans are able to use, and you can definitely surpass male Newman in bang for your buck. More PPs and strong spells? It sounds like a good deal. Losing the PP regeneration isn't that tough either, especially with the ease in which you replenish fluids. The Eternal Tower is the only place that this might be a problem.

FOnewm

STATISTICS (BY LEVEL)						
Level	1	20	40	60	80	100
HP	68	209	338	427	515	568
PP	97	261	368	447	544	618
ATP	33	75	115	154	219	279
DFP	6	35	50	75	109	140
ATA	93	115	133	152	156	160
EVP	14	72	117	162	216	266
MST	56	142	233	319	402	484

* Blue Stats indicate the best in this class; Red Stats indicate the worst



WEAPON ABILITIES		
Category	Usable	Effectiveness
Sabers	Yes	High
Swords	No	N/A
Daggers	Yes	High
Spears	No	N/A
Claws	No	N/A
Shields	Yes	High
Double Sabers	No	N/A
Handguns	Yes	High
Rifles	No	N/A
Gunblades	No	N/A
Machine Guns	Yes	High
Bazookas	No	N/A
Laser Cannons	No	N/A
Rods	Yes	High
Wands	Yes	High
Slicers	Yes	High

TECHNIQUE LIST		
Name	Usable	Level Cap
Foie	Yes	15
Barta	Yes	15
Zonde	Yes	15
Grants	Yes	15
Megid	Yes	15
Resta	Yes	15
Anti	Yes	15
Shifta	Yes	15
Deband	Yes	15
Jellen	Yes	15
Zalure	Yes	15

General Description

FOnewm casters are only surpassed in MST by female Newman. These men hit very hard with their spells, and they have a serious look (a major benefit for people who aren't excited by the cutesy FOnewearls).

Newman casters have the options of waiting around after fights to get their PP back. That's a fair perk. In the lower levels, the regeneration saves you money on fluids. That isn't particularly major later on, but comes into play at the Eternal Tower stage. You can only travel back to town every ten levels in the Eternal Tower, and that sometimes becomes a problem if you're in a tricky spot. Dying wastes all your Scape Dolls, and you want to keep those for the boss fights, right? Newman excel there.

FOnewearl

STATISTICS (BY LEVEL)						
Level	1	20	40	60	80	100
HP	65	202	326	412	496	546
PP	102	275	389	472	574	652
ATP	32	73	111	149	212	270
DFP	6	34	48	72	106	135
ATA	97	120	139	159	164	169
EVP	15	75	123	170	226	278
MST	57	145	237	325	409	493

* Blue Stats indicate the best in this class; Red Stats indicate the worst

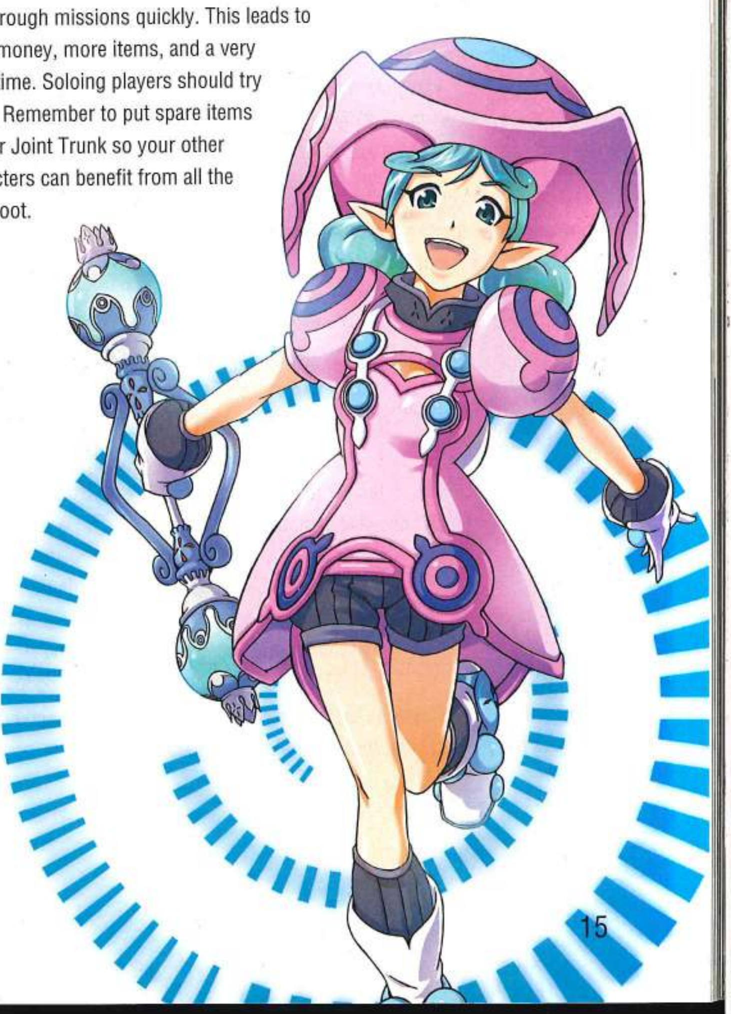
WEAPON ABILITIES		
Category	Usable	Effectiveness
Sabers	Yes	High
Swords	No	N/A
Daggers	Yes	High
Spears	No	N/A
Claws	No	N/A
Shields	Yes	High
Double Sabers	No	N/A
Handguns	Yes	High
Rifles	No	N/A
Gunblades	No	N/A
Machine Guns	Yes	High
Bazookas	No	N/A
Laser Cannons	No	N/A
Rods	Yes	High
Wands	Yes	High
Slicers	Yes	High

TECHNIQUE LIST		
Name	Usable	Level Cap
Foie	Yes	15
Barta	Yes	15
Zonde	Yes	15
Grants	Yes	15
Megid	Yes	15
Resta	Yes	15
Anti	Yes	15
Shifta	Yes	15
Deband	Yes	15
Jellen	Yes	15
Zalure	Yes	15

General Description

Pound for pound, these are the deadliest characters in the game. With high-level techniques, FOnewearls have no problem detonating anything that gets in their way. They have almost no survivability and must avoid direct hits like the plague, but there must be some tradeoff for this type of firepower.

FOnewearls are fast levelers; their high kill rate gets you through missions quickly. This leads to more money, more items, and a very good time. Soloing players should try these. Remember to put spare items in your Joint Trunk so your other characters can benefit from all the extra loot.



CONTROLLING THE ENVIRONMENT

The best defense in *Phantasy Star Zero* is knowing where NOT to be. The best offense is knowing when and where to attack. This chapter explains the game's control system, movement, combat, and other core skills.

Understanding Your Character

There are three character slots in this game. You're free to create a character of each race, if you like. You can happily experience all of the races and all of the major class types without having to delete anything.

Character Creation

The first step is creating your character. The process is quite simple; the game takes you through several menus and let's you choose a race/class combination, a name, and a color scheme. Of these, only your race/class has a bearing on combat and story events.

The last chapter covered the differences between the classes. Put that into practice here and choose a race/class that suits your interests.

RACES AND CLASSES

- **Humans:** Versatile, good at everything
- **CASTs:** High health and damagwe, trap use, no Techniques
- **Newmans:** Excel at Techniques but falter on health and direct physical damage
- **Hunters:** Specialize in melee weaponry
- **Rangers:** Avoid fighting, shoot at range
- **Force Users:** Fight up close or at range, use Techniques heavily

Cycle through the color options to find a style that also fits your character. These options can be changed later, through the options menu.

The Interface

Phantasy Star Zero has an intuitive interface. The top screen of the Nintendo DS shows the region around your character. The lower screen flips between map and regional data or your party's current status. The default is to have your character's Hit Points, Photon Points, Photon Blast Gauge, and general status on display. Below that are similar readouts for any allies in your quest. Press on the map's portion of the screen to toggle between screens and look at your position. The game automatically maps every square you enter!

The touch sensitive screen is also how you communicate with allies. Use a combination of preset commands and actively drawn symbols (or words) to convey your intentions. This is fun for goofing off, but it's also critical for parties that want to get the most from the game. Long chains of consecutive hits do much more damage to enemies; chains of Photon Blasts are also quite deadly. Let people know when you're ready to go for major attacks. Communication pays for itself, making the game even more exciting.

CONTROLS

Move your character with the direction pad, select palette options with the buttons. Easy at its core, but there are quite a few ways to customize your experience. Press START to enter the options menu, where you'll find a palette selection submenu. Select that to find additional choices.

Every character has six potential palette options. The lower three correspond to the A, B, and Y buttons. The upper three correspond to A, B, and Y whenever the Right Bumper is held down.

Put your most common abilities into the palette. As a rule of thumb, it's good to have at least one means of healing, your best attacks, and Evade. Technique users sometimes get ride of their heavy attacks to make extra room on the lower bar.

You're free to change the palette at any time (even in battle). It's hard to convince your enemies to lay off while you fiddle with things, so it's better to take care of this ahead of time. However, there are fights where you simply must switch things around. If you run out of one type of healing item during a boss fight, try to get away for long enough to put another healing item in the palette. It's rough, but worthwhile.

Statistics

As with many combative games, your characters have a variety of statistics that control how tough you are, how much damage you deal, and so forth.

STATISTICS AND CONCEPTS EXPLAINED

STATISTIC	PURPOSE
Hit Points	Controls how much damage your character takes before falling unconscious
Photon Points	Determine how many Techniques and Photon Arts you can use without drinking Fluids
Attack Power	Increases damage in physical combat
Attack Accuracy	Improves your odds of hitting enemies with physical attacks
Defense	Reduces damage taken by your character
Evasion	Reduces the chance for enemies to hit you in combat
Magic	Raises your damage with Techniques
Experience	Reflects the knowledge gained in battle; eventually gets you increased levels
Level	How generally potent your character has become; improves many statistics automatically when it rises
Resistance	Lowers damage taken from specific sources (e.g., Light, Dark, Fire)
Affinity	Increases damage dealt to specific enemy types (i.e., Native, Beast, Machine, Dark)
Photon Art	Weapon-based abilities that cost Photon Points, usually for greater damage potential
Photon Blast	Extreme attacks that are made on rare occasions (require the help of a Tier 2 or higher MAG)
MAG	Small machines that are equipped to raise your character's stats
Technique	A spell-like effect used to hurt enemies, heal allies, or alter the statistics of a target

Using Equipment and Items

Be ready to encounter thousands of items during your adventures. Most often, there is treasure at the end of every fight. A chest appears in each cleared room, and you're free to loot anything that isn't nailed down.

Weapons are used to control your character's damage output and attack style. These items also control which Photon Art you have access to (if any). It's possible to switch weapons at any time, using the options menu. Hold down the Right Bumper and press START to automatically jump to the weapon menu.

Armor reduces incoming damage. The armor you wear also determines how many Units you're allowed to equip. Units are smaller items that provide modest stat bonuses to your character.

General items cover a variety of tasks. To learn more, read through the next chapter, "Tools of the Hunter's Guild."

Most items aren't meant to be equipped. They're used either from the item menu or through the palette. To quickly access the item menu, hold down the Left Bumper and press START.

Solo Play

Solo players are able to access the entire game. Go through the main story, run repeatable quests from the Hunter's Guild, or open a field and go through an area just for the heck of it.

Enemies are at their weakest when you're playing solo. Unfortunately, it takes longer to kill foes by yourself than it does when you have a team of three or four human players. This is because NPCs (the computer controller allies that come into quests with you) are fairly low-powered. They won't rival your damage or your aggressiveness.

Only solo players are able to enter the Eternal Tower, a special quest with 101 floors and four bosses that aren't found anywhere else in the game. This is a great way to build extra levels and find treasure when your friends aren't around or if you're in an area without an Internet connection to use.

Wireless and Wi-Fi Play

This is where the sun really shines. Having other human players makes the game easier and more exciting. Though enemies are given a few bonuses during cooperative play, the end result is still faster leveling and access to more challenging areas.

MONSTER STATISTICS DURING COOPERATIVE PLAY

MONSTER STATISTIC	MONSTER MODIFIER	BOSS MODIFIER
Hit Points	200%	200%
Attack Power	110%	110%
Attack Accuracy	110%	150% - 170%
Magic	110%	110%
Experience	100% - 125%	100% - 125%

Looking at the table, it probably seems like you wouldn't get as much out of cooperative play. Double monster health? Higher enemy damage? Either a modest boost to Experience or none at all, depending on the given area/quest?

Trust us! The benefits are still in your favor (heavily). By the time you get to the middle of the game when playing solo, your NPCs deal a pittance compared to your main character. Including other players in the mix makes your group smarter, and it also makes them MUCH deadlier. Two human players inflict much more damage than one human with three NPCs. Gather a full group of humans, and the game becomes a slaughterfest.

Taking Actions

Enough with the simple stuff, right? You're ready to get in and mix things up with your enemies. Let's talk about movement, combat, and other fun stuff.

Movement

Movement is quickly mastered in *Phantasy Star Zero*. Your character moves in whatever direction you press on the Direction Pad. There isn't much delay, so the action is quite fluid.

The camera does not shift to face whatever your character is viewing. Instead, you have control of that as well. Use the Left Bumper to quickly rotate the camera into position behind your character. This way you have a choice: either leave the camera wherever it was (thus allowing you to see beside yourself or behind your character during turns), or simply watch where you're going. It won't be long before you're able to handle this without even thinking.

Combat

Combat is the center of the entire game. You won't advance without killing your enemies, and there are plenty of the nasty fellows out there. Each standard room has a fight hidden somewhere. When you initially enter, the map shows nothing except you and your teammates. Explore each portion of the room until a series of yellow dots show up. Those are your victims!

Back off to draw groups of enemies together. If you lack the patience for that, stay in the middle of these clusters and start swinging your weapons (or shooting, or casting).

COMBOS

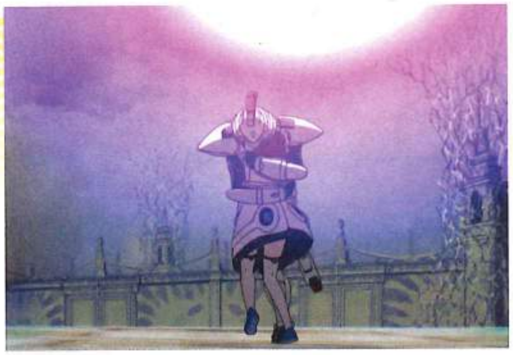
All weapons have a normal attack and a heavy attack. It's easier to hit with normal attacks, but heavy attacks deal substantially more damage. It's always a tradeoff.

One way to counter to penalties for heavy attacks is to use combos! Your character is able to attack three times in fairly rapid succession (with almost all weapons). Watch the timings carefully to ensure that you don't press the button too quickly. All modern *Phantasy Star* games punish you for button mashing by interrupting your combo.

Try two normal attacks and finish with a heavy. The delay on the last hit is a minor problem if you're going after quick targets, but the increased damage usually makes it worth your while.

Each weapon type is a little different. Experiment with what you have and see what works best. Then, there are differences between various enemies. What works for most targets might be ineffective against some. When in doubt, use triple normal attacks. They're the easiest to land and they don't leave you exposed for more than a few seconds.

EVASION



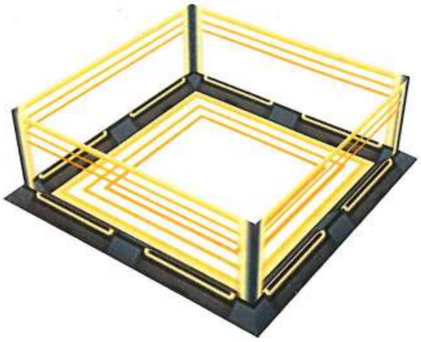
During long combos, enemies have a good chance of hitting you. Your character can't run around or back off while swinging his or her weapon(s) around, and that could be a big problem. Try to Evade instead of backing off. The Evade command rolls your character in whatever direction you're holding (on the D-Pad). The first moment of Evasion gives your character a burst of speed; that's wonderful for avoiding ranged attacks, charging enemies, or whatever else is coming your way.

Evasion is one of the best ways to get through quests unscathed. Use this often and grow to love it.

STRAFING

The Left Bumper has yet another use. Hold this button down when moving left or right to start strafing. Instead of running in the direction pressed, your character maintains his or her facing and shuffles either left or right (at a slower pace). This helps ranged characters avoid incoming attacks without losing their target or their aim. Very nice!

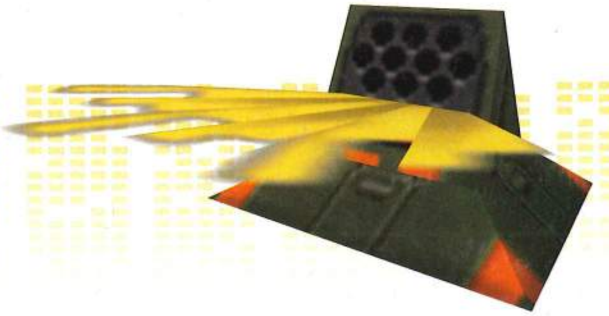
Environmental Hazards, Obstacles, and Treasure



Monsters aren't your only problem in the field. There are hundreds of traps left behind from ancient times, and most of these deadly devices are still functional. CASTs see traps automatically, so they have an edge here. Ranged CASTs are especially useful against traps because they can destroy many devices before they trigger. Melee CASTs have to warn people away, trigger the trap and roll to safety, or switch to a handgun briefly. All have their downsides.

Human and Newman characters have the ability to see traps after using Trap Vision, an inexpensive item.

TYPES OF TRAPS



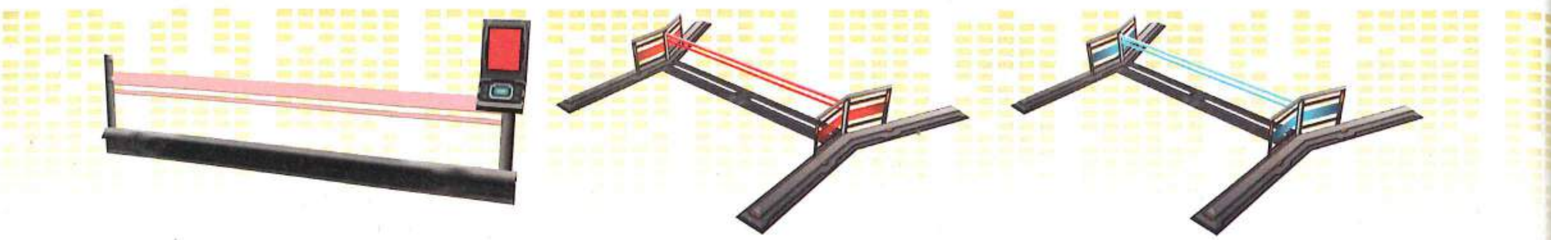
Be ready to recognize all various types of traps. Floating diamonds tend to explode, blue ones freeze people, red ones burn them, and so forth. It's usually easy to trigger them and Evade. If you hear the trap chime, you know it's about to blow. That's your cue to get out of the way.

Ground traps are more devious. These large squares often trigger too quickly to avoid. You might end up stuck inside the square for a time. Enemies attack and get to have fun with you while you're effectively stunned.

Sometimes you see large panels of spikes that rise from the ground. These aren't a big problem. Wait for the spikes to descend, then rush across the grating as soon as you can. Evade toward the end for a burst of speed.

Some traps trigger defenses in the room. The small turrets do plenty of damage, and they're a huge hassle. Some can be targeted and destroyed, but others are better bypassed and left behind. Turrets remain in a room even if you flee and return. Stay mobile to reduce the damage you take and finish your enemies as soon as you can.

FENCES



Fences can't hurt your people, but they're still an obstacle. Some fences require one, or even two, card(s) to pass. These cards are spread throughout the level and become visible in a room as soon as you enter. Once you have enough cards, approach a locked fence and press X to bring down the barrier; your cards are lost forever, but there are always enough cards in a region to open each fence.

Some fences can't be unlocked until all enemies in a room are killed. That's simple! Look around until you trigger the fight, then kill anything that shows up.

Blue fields let you know that a plot sequence or boss fight is coming up soon. Always take the time to use nearby healing objects and get your group ready for a fight.

BOXES AND CHESTS

It's not all toil and traps out there in the field. There are boxes and chests to loot, and all of them have something of value. Boxes contain one item each, and you get an idea what you might find based on the type of box. Golden boxes have Photon Drops, for example. There are also treasure items hidden in barricades and other breakable items in some chambers. Keep an eye out for these if you're looking to make extra cash.

Chests, as described earlier, appear after you kill an entire group of enemies. Break the chest by hitting it once, then loot everything you find. Items appear as diamonds when they first spawn.

ITEM COLORS

	DIAMOND COLOR	ITEM TYPE
◆	Green	Usable or Sellable Items
◆	Blue	Armor or Units
◆	Yellow	Meseta (Money)
◆	Orange	Weaponry
◆	Red	Rare Equipment

Status Effects

Enemies and traps have a chance to cause status effects at certain times. These effects negatively affect your character for a brief period. Use Anti or a Sol Atomizer to cancel out these effects, or simply wait the effect out and heal through any damage you receive.

NEGATIVE STATUS EFFECTS

AILMENT	RESULT
Burn	The target loses Hit Points every three seconds for the full duration of the effect. Burn can't knock your person unconscious, but it can take you down to 1 Hit Point.
Freeze	The target can't take action for four seconds. Damage dealt to the target is increased during this time, but enough damage causes the Freeze to end prematurely.
Paralyze	The target won't be able to attack for a set period.
Confuse	The target moves randomly for a brief time. Though actions can be taken, it's hard to aim at your enemies. It's possible to Confuse enemies to attack each other. This does not happen with your characters.
Poison	Targets lose a certain percentage of their Hit Points every five seconds. Poison can only take your character down to 1 Hit Point; it can't knock your character unconscious.
Slow	Increases the time it takes for the target to move, attack, or use Techniques.

Going Unconscious

Characters go unconscious when their Hit Points fall to zero. This disables the character unless they're holding on to an Scape Doll; if that's the case, the Scape Doll is destroyed, but the character never becomes unconscious. In fact, he or she receives a free heal instead!

If you're soloing and fall unconscious, the quest is temporarily suspended. Your character is sent back to town, and that's a good time to stock up on healing items before re-entering the quest area.

Falling unconscious upsets your MAG. They look up to you normally, and any setback of that magnitude calls into question their loyalty. Synch Rate falls by three points and must be earned back with proper feeding.

Fallen allies can be restored to consciousness with Moon Atomizers or charged castings of Resta.

Special Encounters

Every time you enter a new room, there is a chance for something special to happen. There are several special rooms that appear from time to time.

DO YOU HAVE A SWEET TOOTH?

One of the special areas is a shop with various treats. Take a look at their inventory and see if there's anything you need. It's a good thing you don't need to bribe the Mayor with special baked goods. That type of thing used to happen, you know.

THE CAKE SHOP INVENTORY

ITEM TYPE	NAME	COST
Spear	Sweet Berry (female only)	2,700
Spear	Bitter Berry (male only)	2,700
Restorative Item	Monofluid	100
Restorative Item	Difluid	1,000
Restorative Item	Sol Atomizer	50
Restorative Item	Moon Atomizer	300
Restorative Item	Star Atomizer	1200
General Item	Trap Vision	50
General Item	Telepipe	100

MMMMM, PIZZA

You can find another store in the wild. Why not have a pizza parlor for all the hungry adventurers?

PIZZA PARLOR INVENTORY

ITEM TYPE	NAME	COST
Gunblade	Pizza	2,300
Gunblade	Cheese Pizza	3,400
Restorative Item	Monomate	50
Restorative Item	Dimate	500
Restorative Item	Sol Atomizer	50
Restorative Item	Moon Atomizer	300
Restorative Item	Star Atomizer	1200
General Item	Trap Vision	50
General Item	Telepipe	100

ARENA FIGHTING

Things are more serious when you find the teleporter into the Arena. The Experience in the Arena is very good, but you can't depend on easy fights. Some of the engagements are nasty, and it's best to go into the engagement with your Photon Blast ready just in case.

SPECIAL MONSTERS

Besides locating special areas, you'll also encounter special monsters. Many monsters have a variant form; these creatures look different, have new stats, and are seen with varying levels of rarity. Usually, variant monsters have higher resistances and somewhat better stats, but they're very similar creatures to the original.

Boost monsters have a pale shadow under their feet. These foes have the same name as the monsters they mimic, so it's only their stats that change.

MODIFIED STATS FOR BOOSTED MONSTERS

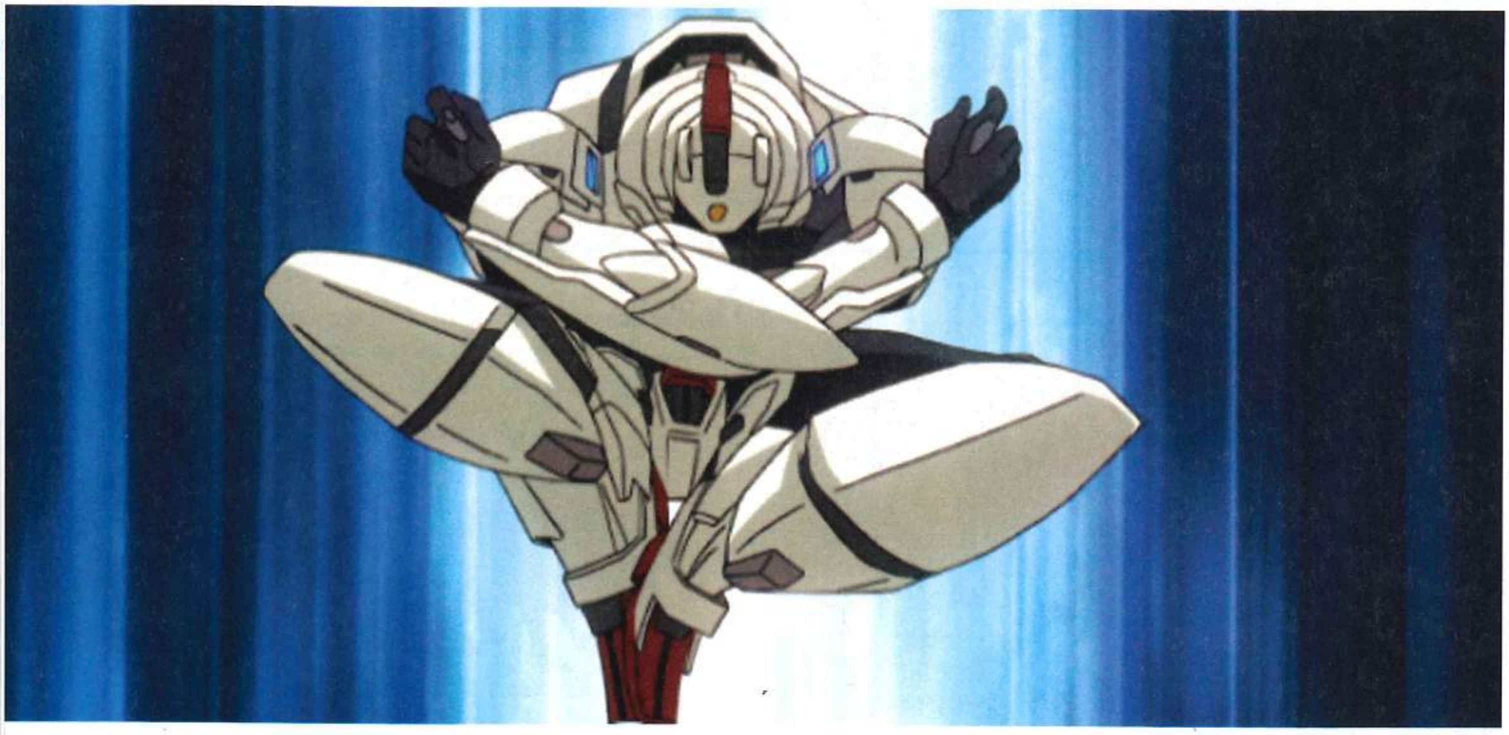
MONSTER STATISTIC	MODIFIER WHEN BOOSTED
Hit Points	250%
Attack Power	120%
Defense	120%
Magic	120%
Attack Accuracy	150%
Evasion	100%
Resistance	130%
Luck	300%
Experience	250%
Motion Speed	110%

Finally, there are several rare monsters that aren't seen anywhere normally. The music changes when these creatures appear, and you can earn a fair amount of Experience for killing them.

Moving up in the World

As you make your way through the game, your characters reach higher levels, get renown from the Hunter's Guild, and earn Dairon City's respect.

Leveling



One reward from adventuring is Experience. Your character gets Experience every time he or she kills (or participates in killing) a monster. Regular foes are worth a modest sum, but bosses are worth a king's ransom of experience.

Leveling occurs relatively fast in the early game. Even in the mid-game, you can expect to gain a level every hour or two of play, especially if you fight hard, know what you're doing, and get help from others.

Toward the final ten levels, things slow down, and it eventually becomes quite slow to gain even a single level. This is intended. Many players won't attempt to max out a character; the option is only there for people who must get every bit of strength out of their hero. Beating the game can actually be done much, much earlier.

LEVELING CHART

LEVEL	TOTAL EXPERIENCED ACCRUED SO FAR	EXPERIENCE NEEDED TO GAIN
1	0	70
2	70	90
3	160	130
4	290	210
5	500	300
6	800	400
7	1200	510
8	1710	630
9	2340	760
10	3100	900
11	4000	1050
12	5050	1210
13	6260	1380
14	7640	1560
15	9200	1750
16	12950	1950
17	12900	2160
18	15060	2380
19	17440	2610
20	20050	2860
21	22910	3130
22	26040	3420
23	29460	3730
24	33190	4060
25	37250	4410
26	41660	4780
27	46440	5170
28	51610	5580
29	57190	6010
30	63200	6460
31	69660	6930
32	76590	7420
33	84010	7930
34	91940	8460
35	100400	9010
36	109410	9580
37	118990	10170
38	129160	10780
39	139940	11410
40	151350	12070
41	163420	12760
42	176180	13480
43	189660	14230
44	203890	15010
45	218900	15820
46	234820	16660
47	251380	17530
48	268910	18430
49	287340	19360
50	306700	20320
51	327020	21310
52	348330	22330
53	370660	23380
54	394040	24460
55	418500	25570
56	444070	26710
57	470780	27880
58	498660	29080
59	527740	30310
60	558050	31580
61	589630	32890
62	622520	34240
63	656760	35630
64	692390	37060
65	729450	38530
66	767980	40040
67	808020	41590
68	849610	43180
69	892790	44810
70	937600	46480
71	984080	48190
72	1032270	49940
73	1082210	51730
74	1133940	53560
75	1187500	55430
76	1242930	57340
77	1300270	59290
78	1359560	61280
79	1420840	65070
80	1485910	70660
81	1556570	78050
82	1634620	87240
83	1721860	98230
84	1820090	111020
85	1931110	125610
86	2056720	142000
87	2198720	160190
88	2358910	180180
89	2539090	201970
90	2741060	225560
91	2966620	250950
92	3217570	278140
93	3495710	307130
94	3802840	337920
95	4140760	370510
96	4511270	404900
97	4916170	441090
98	5357260	479080
99	5836340	518870
100	6355210	N/A

Difficulty Modes

The first run through story mode happens on Normal Difficulty. Monsters are quite easy, and even the bosses aren't mean to be too brutal, especially if you take the time to level up and upgrade your equipment as you go.

Beating Normal Difficulty unlocks Hard Mode. All monsters receive a big jump in their stats, and new quests are available to run through.

Beat everything in the game on Hard Mode to unlock Super Hard Mode. This is the tier with the best weapons, armor, and rewards. It's also where you fight the best of the best. Monsters have incredibly high resistances, and their general stats are through the roof as well. It's very useful to memorize the weaknesses of each monster type in a level. That lets you exploit these weaknesses for the fastest killing and the best chance of victory.

Hunter's Guild Services

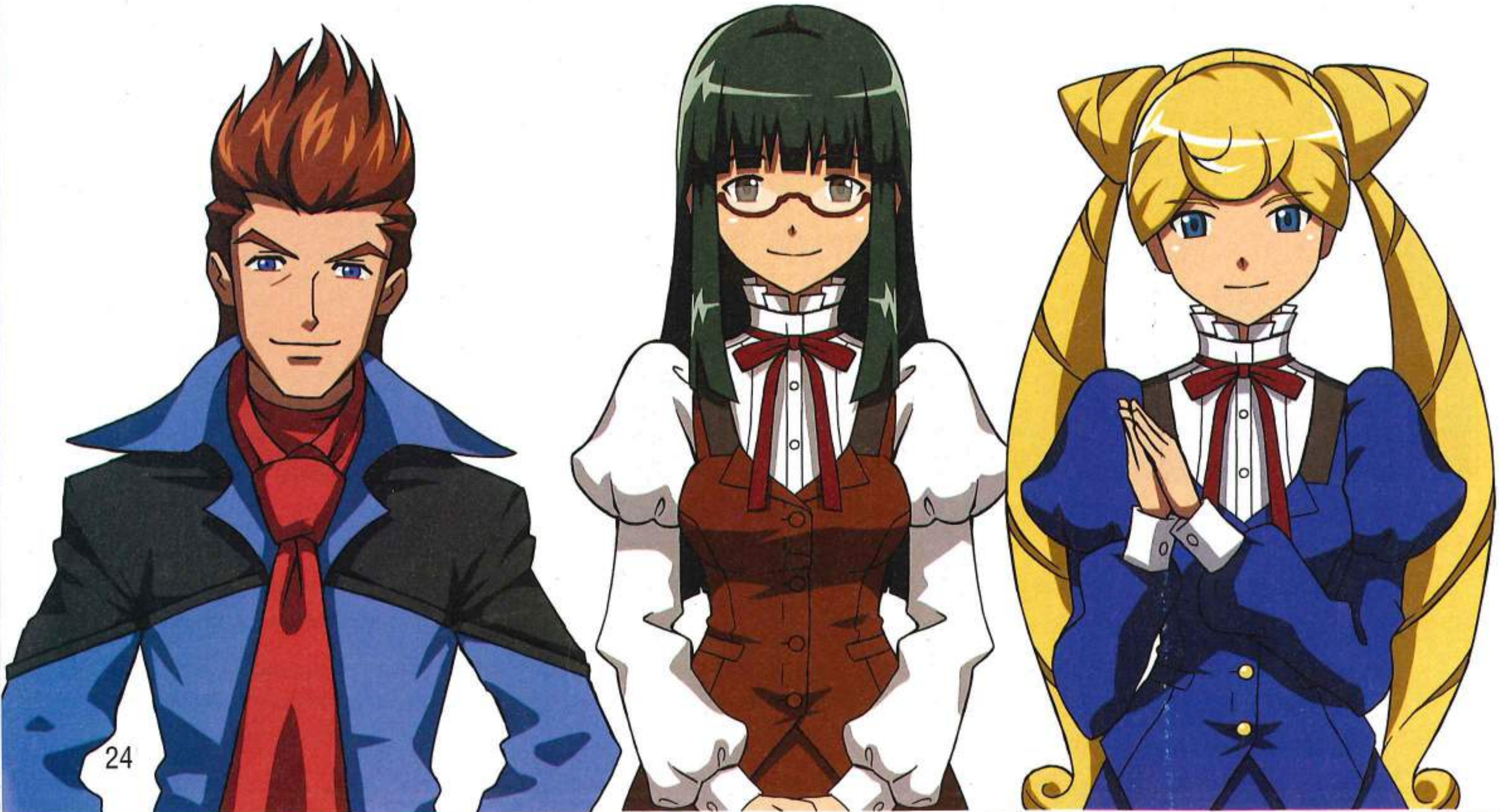
The Hunter's Guild has a number of services for its adventurers. All of these are accessed at the counter. Talk to the girl on the left to see what's available.

The Trunk gives your current character extra storage space. There aren't any tricks or problems with this. It's rather intuitive.

The Joint Trunk is much more powerful. This large chest is shared between all characters on your Nintendo DS. That lets you trade items between your people even if you don't have friends around for cooperative play. Give appropriate weapons to your secondary characters before they're at a high enough level to use them. This lets your characters grow into their best gear; it's fun, especially the second or third time around.

Look through the Player Record to see the best numbers you've accumulated. This section also keeps track of your friends' records, and you can compete with each other to see who is really the best!

Titles and Rewards are linked. The Titles are earned by special activities, like killing bosses repeatedly, seeing special areas, and so forth. Check the Rewards menu afterward to collect items that are unlocked. These really help you get initial characters through the game, especially when soloing. There are extra Materials, Grinders, and Elemental pieces in the Reward section.



TITLE AND REWARD LIST

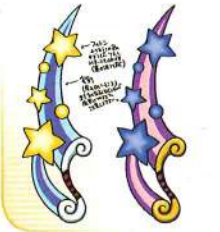
TITLE	REQUIREMENT	REWARD
Dragon Slayer	Defeat Reyburn 5 times	Broken Horn x 1
Devil Hunter	Defeat Octo Diablo 5 times	Shiny Tentacle x 1
Gear Stopper	Defeat Humilias 5 times	Black Gunbarrel x 1
Sin Stopper	Defeat Mother Trinity 5 times	Slow Element x 5
Light Bringer	Defeat Dark Falz 5 times	Risk Element x 5
Speed Slayer	Defeat Reyburn in under 60 seconds	Trigrinder x 10
Speed Hunter	Defeat Octo Diablo in under 60 seconds	Trigrinder x 10
Speed Destroyer	Defeat Humilias in under 60 seconds	Trigrinder x 10
Speed Restrainer	Defeat Mother Trinity in under 60 seconds	Trigrinder x 10
Speed Savior	Defeat Dark Falz in under 120 seconds	Trigrinder x 10
Enemy Buster	Defeat 1,000 enemies	Photon Drop x 5
Destroy	Defeat 5,000 enemies	Photon Drop x 5
Gladiator	Defeat 10,000 enemies	Photon Drop x 10
Grand Buster	Defeat 20,000 enemies	Photon Drop x 10
Ultimate Buster	Defeat 30,000 enemies	Photon Drop x 15
All Buster	Defeat all types of enemies at least once	Photon Drop x 15
Gurhacia Wind	Defeat Gurhacia Valley 10 times in field mode	Heat Element x 3
King of Rioh	Defeat Rioh Snowfields 10 times in field mode	Ice Element x 3
Guide of Ozette	Defeat Ozette Wetlands 10 times in field mode	Star Element x 3
Guide of Paru	Defeat Paru 10 times in field mode	Light Element x 3
Hunter of Makara	Defeat Makara 10 times in field mode	Dark Element x 3
Moon Hunter	Defeat Arca Plant 10 times in field mode	Draw Element x 3
Guardian of the City	Clear 15 quests in Normal Mode	Element Boost x 1
Guardian of the World	Clear 15 quests in Hard Mode	Compress Arts x 1
Guardian of the Universe	Clear 15 quests in Super Hard Mode	Tech Level Boost x 1
Challenger to Eternity	Beat the Eternal Tower on Normal	+5 Item Pack Slots
Viewer of the End	Beat the Eternal Tower on Hard	+5 Item Pack Slots
Transcender	Beat the Eternal Tower on Super Hard	+10 Item Pack Slots
Sweet Hunter	Discover the Cake Shop	Photon Drop x 10
Piza Freak	Find the Pizza Parlor	Photon Drop x 10
Rappy Hunter	Discover a Rappy Nest	Rappy Heart x 1
Boomer Hunter	Discover a Boomer Nest	Photon Drop x 10
Usanny Hunter	Discover an Usanny Nest	Photon Drop x 10
Duelist	Discover the Arena	Photon Drop x 10
Newbie Hunter	Reach level 3	Rookie/Guard x 1
Rookie Hunter	Reach level 10	Rookie/Swift x 1
Normal Hunter	Reach level 20	+10 Item Pack Slots
Lead Hunter	Reach level 30	Jel Element x 5
Ace Hunter	Reach level 40	+10 Item Pack Slots
Veteran Hunter	Reach level 50	Zalure Element x 5
Super Hunter	Reach level 60	X-Element x 5
Master Hunter	Reach level 70	Meseta Element x 5
Hero Hunter	Reach level 80	Life Element x 5
Legendary Hunter	Reach level 90	X-Element x 5
The Arrived	Reach level 100	Soul Element x 3
The Searcher	Reach your Material limit	Reset Material x 10
Unfailing Heart	Get knocked unconscious 100 times	Risk Element x 3
Power Hitter	Deal over 300 damage to an enemy	HP Material x 5
Great Hitter	Deal over 600 damage to an enemy	HP Material x 10
Ultimate Hitter	Deal over 1,800 damage to an enemy	HP Material x 15
Tragic Hero	Take over 300 damage in one hit	Guard Material x 10
Chain Ace	Reach a 10+ chain	PP Material x 5
Chain Hero	Reach a 25+ chain	PP Material x 15
Chain Master	Reach a 50+ chain	PP Material x 15
Befriend One	Play a game in cooperative mode	Moon Atomizer x 15
Commentator	Use chat mode 100 times	Star Atomizer x 5
Sarisa's Friend	Choose Sarisa as a companion 50 times	HP Material x 5
Kai's Friend	Choose Kai as a companion 50 times	HP Material x 5
Ogi's Friend	Choose Ogi as a companion 50 times	Garland Zwei x 1
Reve's Companion	Choose Reve as a companion 50 times	Rems Romulus x 1
Young Charisma	Give order to NPCs over 100 times	Swift Material x 5
Trader	Turn in 10 Photon Drops	Monogrinder x 10
Happy Trader	Turn in 50 Photon Drops	Digrinder x 10
All Trader	Turn in 100 Photon Drops	Trigrinder x 10
Cat Lover	Pet all three cats in town	Animal Hand x 1
Modifying Master	Improve a weapon to its limit with Grinders, an Element, and an Affinity Boost	Jel Element x 5
Photon User	Get a weapon with over 60% in any Affinity	Zalure Element x 5
Saber Collector	Acquire over 50% of the Sabers	Trigrinder x 10
Sword Collector	Acquire over 50% of the Swords	Trigrinder x 10
Dagger Collector	Acquire over 50% of the Daggers	Trigrinder x 10
Spear Collector	Acquire over 50% of the Spears	Trigrinder x 10
Claw Collector	Acquire over 50% of the Claws	Trigrinder x 10
Shield Collector	Acquire over 50% of the Shields	Trigrinder x 10
Double Saber Collector	Acquire over 50% of the Double Sabers	Trigrinder x 10
Handgun Collector	Acquire over 50% of the Handguns	Trigrinder x 10
Rifle Collector	Acquire over 50% of the Rifles	Trigrinder x 10
Gunblade Collector	Acquire over 50% of the Gunblade	Trigrinder x 10
Mech Gun Collector	Acquire over 50% of the Mech Guns	Trigrinder x 10
Bazooka Collector	Acquire over 50% of the Bazookas	Trigrinder x 10
Laser Cannon Collector	Acquire over 50% of the Laser Cannons	Trigrinder x 10
Rod Collector	Acquire over 50% of the Rods	Trigrinder x 10
Wand Collector	Acquire over 50% of the Wands	Trigrinder x 10
Slicer Collector	Acquire over 50% of the Slicers	Trigrinder x 10
Double Saber Creator	Acquire the Double Saber	Power Material x 5
Dragon Giver	Acquire the Dragon Horn	Power Material x 5
Legend Spinner	Acquire the Round Cannon	Power Material x 10
Magic Bullet Shooter	Acquire the M25SE Mizuri	Hit Material x 10
Momentary Storm	Acquire the Riverman Mizuri	Hit Material x 5
Crimson Destroyer	Acquire the Red Cannon	Hit Material x 5
Flying Witch	Acquire the Witch's Broom	Mind Material x 5
Laughing Death	Acquire the Calamity Soul	Mind Material x 5
Shining Moonlight	Acquire the Bright Moon	Mind Material x 5
Forbidden Wizard	Acquire Aluajif	Mind Material x 10
MAG Collector	Evolve your own MAG into a new tier	Monogrinder x 5
MAG Trader	Trade a MAG	Digrinder x 5
Mag Trainer	Raise a MAG to tier 4	Trigrinder x 5
The Millionaire	Gather 1,000,000 Meseta (and keep it on hand)	Celebrity Element x 5
Title Enthusiast	Acquire 30 Titles	Chaos Element x 10
Completionist	Acquire all other Titles	Heaven Element x 1

TOOLS OF THE HUNTER'S GUILD

A Hunter is only as good as his or her best equipment. Good weaponry, maintained armor, and a pile of healing items make all the difference against foul monsters. This chapter explains what weapons do, how to improve your gear, and where to find various upgrades.

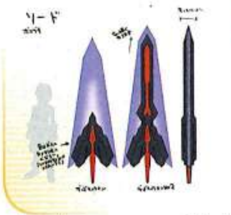
Weapon Types

There are three major categories of weapons in *Phantasy Star Zero*: Melee, Ranged, and Force. Melee weapons are used most often by Hunters. These are close range, heavier weapons that often inflict reasonably high damage. They're good for disrupting enemy attacks. Ranged weapons are used by Rangers (no kidding, right?). Though ranged weapons lack the damage of melee weaponry, they push enemies around and are good for holding off targets. Finally, force weapons raise Magic damage and do moderate damage in either melee or range, depending on the specific category.



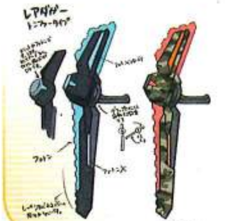
Sabers

Sabers are the mainline weapon for starting Hunters. There really isn't a weakness when it comes to Sabers; these are weapons with moderate damage, fast attacks, good Photon Abilities, and so forth. You can't go wrong with a Saber.



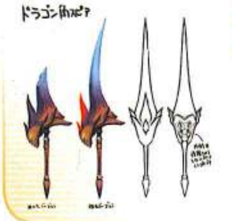
Swords

Swords are extremely heavy weapons. It takes two hands to wield a Sword, and the swing time for each blow is much longer. Swords are able to hit multiple enemies without losing Attack Power. These weapons clear group of smaller enemies like nobody's business! They also have some of the best melee Photon Arts in the game. The downside of Swords (beyond the speed issue) is that it takes better timing to use them. You need to know when enemies are going to attack before you initiate your combo.



Daggers

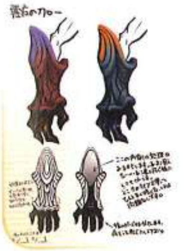
Daggers are extremely fast. Hunters keep a dagger in each hand and advance while swinging. These weapons lock a single enemy down and prevent that target from getting much done. That foe will be taking damage at such a rapid pace that death comes quickly and counterattacks are hard to achieve. While you can't fight multiple enemies very well with these, you do kill bosses and tougher foes quite nicely.



Spears

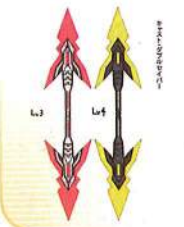
Spears are somewhat defensive weapons. They combine range with a more cautious attack style. Other weapons cause your character to dig into enemies, moving forward during combos. That's not always a good thing. You sometimes end up directly in the path of damage because your character is harder to pull back. Spears negate most of that concern; your character holds the line while simultaneously doing damage.

Another perk is the third swing of a Spear combo. The finishing attack has a wide range that makes it much easier to hit multiple foes. The standard stabs aren't as easy for this task. In fact, Spears require you to line up attacks with tremendous precision. If careful targeting bothers you, Spears aren't the best choice.



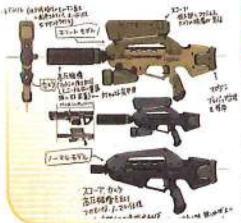
Claws

Claws are somewhat similar to Daggers. Your character advances quickly while attacking. The damage per hit is relatively high, and single targets go down quickly. The third hit in each combo is a double strike, further improving the output from these nasty fellows.



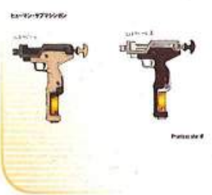
2 Sabers

2 Sabers are boss killers. These weapons offer even higher damage than their stats reveal. The attack combos take forever, and your Hunter is going to eat real damage because of that. But you won't find many melee options that cut through things faster. If you're looking for damage over survivability, you came to the right place.



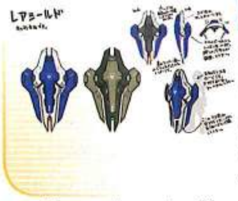
Rifles

Rifles are a low-range option with extremely good range and reliability. Solo Rangers get the least benefit from these unless they're quite patient and want to snipe targets while staying out of the action. These are better weapons for grouped players who want to pin down advancing enemies and frustrate the monsters; they won't be able to close with the group as well, and they can't get out of your range either.



Mech Guns

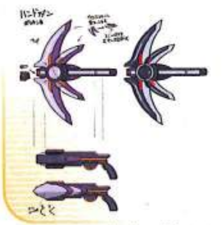
Mech Guns have little range, but they're brutal and fun. The numbers tick quickly when you're firing Mech Guns, and single targets disappear in the blink of an eye. Players who like ranged attacks but also thrive on danger should be excited by these. Mech Guns are wonderful at killing bosses or high-end monsters.



Shields

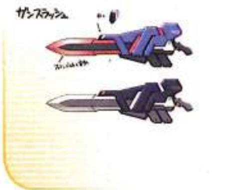
Shield give up melee damage potential to help your character survive. Even Spears don't rival the defensive nature of Shields. Your character gets the most benefit from this in a multiplayer group situation. Your Hunter won't take much damage while closing to attack the worst types of enemies. You end up with a lot of attention while other players heal and do heavy damage without needing to worry about Evasion and other defensive tactics. The overall effect is a higher kill rate for everyone. Your downside is a lower number of killing blows (and somewhat decreased personal XP).

To use the guard option with Shields, hold down the Left Bumper. You're now able to move around while guarding, making this feature extremely useful in dangerous battles.



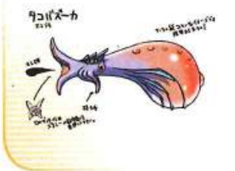
Handguns

Handguns are short-range weapons that don't excel in damage or safety. They're a starter weapon for Rangers that are often left behind for some of the more exotic weapons in the line. Hunters occasionally use these weapons when ranged attacks are desired for trap shooting or other pressing reasons.



Gunblades

Gunblades give Rangers the chance to mix things up with their targets. Used at relatively close range (or at point blank), Gunblades are a hybrid weapon. Light and heavy attacks swing the weapon with melee combos, doing modest damage. When the Left Bumper is held, these attacks become spread, ranged shots. Enemies with high Resistance to ranged damage are sometimes easier to dispatch with Gunblades. That said, you must be careful of incoming damage, since Gunblades leave your Ranger very exposed.



Bazookas

Bazookas are long-range weapons with an agonizing rate of fire. Their individual shots hit hard, but you need to rely on their Photon Arts to deal the real damage. Bazookas are not good for keeping an enemy off your back; use these when you have a group to distract the targets.

Laser Cannons

Laser Cannons are the room sweepers of the ranged line. Their damage against individual targets won't eclipse other weapons, but it's easy to hit large groups without much setup time. Lure enemies toward your character; this causes them to line up as they come forward. The blasts from your Laser Cannon hit everyone in that line. It's lovely to watch. A good mix of Mech Gun and Laser Cannon work almost ensures that your Ranger remains useful in boss and group situations.

Wands

Wands increase technique damage as well, though they aren't as good for getting big numbers across the board. Instead, they're useful for specializing on a given damage type. For instance, you can collect Wands with bonuses to Fire damage and use them in areas where few enemies have Resistance to Fire techniques (e.g. the Rioh Snowfields). Collect other wands with different bonuses and use them situationally. This takes more time and effort compared to Rod use, but the results are superior if you invest well in each of those weapons. That's not feasible in the early game, but later on it becomes more tenable.

Rods

Rods have strong melee swings (for a Force weapon) and provide a substantial bonus to all your techniques. They're a superb weapon for a Force User who switches frequently between multiple techniques.

Slicers

Slicers are thrown to deal damage at range, sometimes to multiple targets. It's hard to line up foes for this by yourself, but Force Users with either patience or a good teammate can quickly destroy enemies that are grouping against a different target.

Armor

Armor raises Defense, Evasion, and Resistance. Your character takes less damage, is hit less often, and mitigates damage from specific sources because of these statistics. Upgrading armor is almost always the best way to improve your survivability.

Add Grinders to armor for a substantial bonus to Defense. Otherwise, there isn't too much you can do to improve a given suit of armor. Instead, you can find a few different suits of armor and switch between them for any given quest.

For example, armor with high Light and Dark Resistance is going to excel in the Dark Shrine (even if it's a star behind your best gear).

Upgrading Equipment

Find the tricks of the trade right here. You won't get as far as quickly in *Phantasy Star* without improving your equipment. This is how you do it!

Grinders

Grinders are found inside chests and can be purchased from the Photon Collector in the sewers (after a certain point in the game's story). Grinders improve the damage output of weapons as well as the defensive nature of armor. There are three types of Grinders: Monogrinders, Digrinders, and Trigrinders. None of these is particularly more effective at improving items, but instead, the difference reflects what quality of items are affected by the given Grinder.

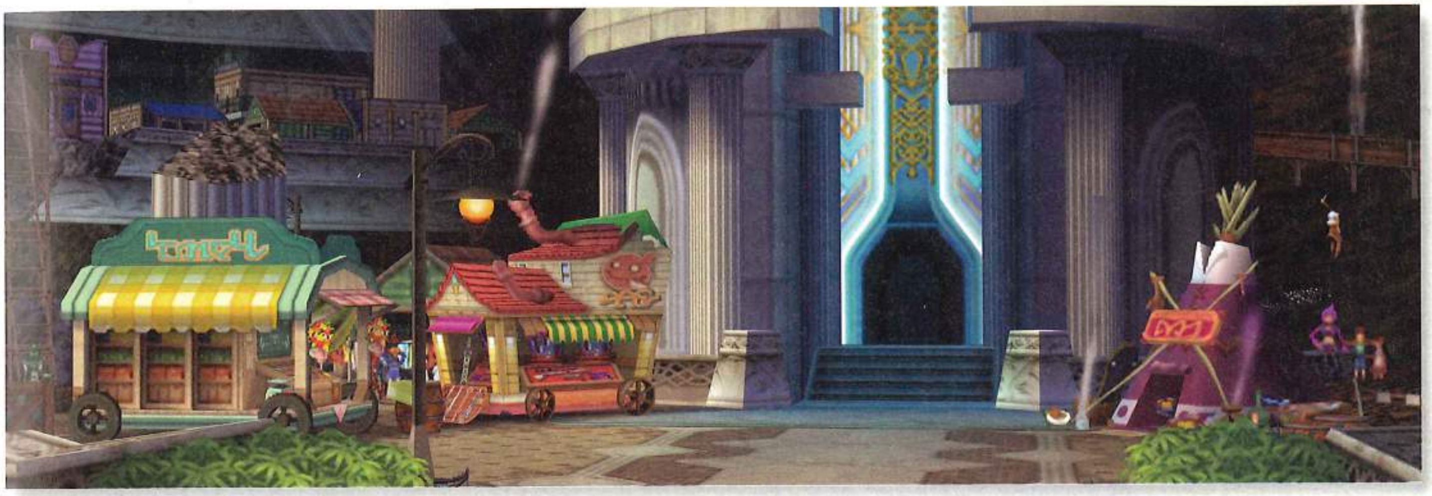
GRINDER CHART

GRINDER TYPE	QUALITY OF ITEM AFFECTED	IMPROVEMENT
Monogrinder	*1-3 Weapons	Attack Power +2
Monogrinder	*1-3 Armor	Defense +2
Digrinder	*1-5 Weapons	Attack Power +2
Digrinder	*1-5 Armor	Defense +2
Trigrinder	*1-7 Weapons	Attack Power +2
Trigrinder	*1-7 Armor	Defense +2

As you can see, it's possible to use the best Grinders on lower grade weapons and armor, but there isn't much of a point. It's easier to procure lower tier Grinders, so they're best used on lower grade items. Save the Trigrinders for the best items out there.

Elements

The merchant on the right side of Dairon City accepts rare elemental items from clients. These are used to upgrade a character's weapon to provide various advantages in combat. Some of the effects only occur from time to time. Others happen every time an enemy is struck but have a secondary cost (in Meseta or Hit Points).



ELEMENTAL EFFECTS

ELEMENT	EFFECT
Heat	Has a chance to inflict Burn on your enemy, dealing damage over time
Ice	Has a chance to Freeze your enemy (causing him or her to stop moving and attacking until struck or the duration ends)
Stun	Has a chance to inflict Stun on your enemies (causing them to stop moving and attacking until the duration ends)
Light	Has a chance to inflict Confusion on your enemy; the targets runs around aimlessly and has trouble targeting while the effect lasts
Dark	Has a chance to inflict Poison on your enemy, dealing damage over time
Draw	Has a chance to heal your character based on how much damage he or she inflicted
Heart	Has a chance to restore your character's PP based on how much damage he or she inflicted
Heaven	Gives a chance to inflict Death, automatically killing many targets
Soul	The weapon's Attack Power and Magic improve when your character falls below 1/3 health
Meseta	Has a chance to give your character free Meseta each time you hit an enemy
X	Has a chance to add Experience each time you hit a monster (does not work against bosses)
Life	Your character always deals 50% more damage; you also lose health each time you attack
Self	Your character always deals 10% to 50% more damage; you lose Meseta each time you attack
Slow	Has a chance to inflict Slow on the target, reducing the rate of his or her attacks
Risk	Sometimes causes attacks to inflict 50% more damage, but your character takes some of the damage when the effect triggers
Jellen	Has a chance to lower the Attack Power and Magic stats of your enemy
Zalure	Has a chance to lower the Defense/Evasion of an enemy
Chaos	Can cause a random status effect on the target

COST FOR ADDING WEAPON ELEMENTS

WEAPON RARITY	COST
*1	1000
*2	2500
*3	6000
*4	15,000
*5	25,000
*6	45,000
*7	120,000

Improving Affinity

The strange merchant on the right side of Dairon City is able to add 5, 10, or even 15 percent to a weapon's Photon Attribute (i.e., its affinity for a specific enemy type). This is only possible once you've upgraded a weapon with Grinders as far as it can go. You also need a fair amount of cash on hand to do it.

Once you're ready, take the given weapon to the merchant and select it from your inventory. The merchant asks which attribute to improve. Select it and see how much the attribute rises. If you're especially in love with the weapon, save first and reload until you get a 15% improvement.

AFFINITY TABLE

ATTRIBUTE INCREASE	PERCENTAGE CHANCE
+5%	40%
+10%	40%
+15%	20%

COST OF AUGMENTING WEAPON AFFINITY

WEAPON RARITY	COST
*1	2000
*2	5000
*3	10,000
*4	25,000
*5	50,000
*6	100,000
*7	250,000

Stores and Merchandise in Dairon City

There are many items, weapons, and oddities in Dairon City. Read through the descriptions below to find out what's available and how to procure such goods.

Checking the Stores

You can't find everything you need out in the wild; it takes such a long time that it isn't worth your effort. Monomates are cheap in town, and there are plenty of goods and services to peruse. There are five merchants in Dairon City. Topside, in the central market, there are three people: the weapon/armor merchant, an item merchant, and a guy who upgrades weapons. Below, in the sewers, are two more people: the Photon Collector and the Enemy Collector.

Take the Meseta you earn from quests and look through the merchants' inventories. Sell equipment you don't want or need to earn extra money. This isn't necessary in the long run, but it helps early in the game. *Phantasy Star Zero's* money has less importance in the late game, when healing items become quite cheap and the only goods you especially need are hidden in dangerous quest areas.

Note that more and more items become available as you ascend in level. Higher versions of healing and restorative items become available at the item store. Also, the power of weapons and armor at the stores rises too (as do their prices).

See the table on the following page to get an idea about the variety of goods on the open market and how they're used.

NON-COMBAT ITEM LIST

ITEM NAME	PURPOSE	MAX CAPACITY
Monomate	Heals 30% of the user's Hit Points	10
Dimate	Heals 60% of the user's Hit Points	10
Trimate	Heals all of the user's Hit Points	10
Monofluid	Restores 30% of the user's Photon Points	10
Difluid	Restores 60% of the user's Photon Points	10
Trifluid	Restores all of the user's Photon Points	10
Sol Atomizer	Negates status effects for user and nearby allies	10
Star Atomizer	Heals the user and nearby allies for 60% of their total Hit Points	5
Moon Atomizer	Resurrects nearby allies that are knocked unconscious	5
Telepipe	Opens a gateway between your location in the field and the center of the Hunter's Guild	10
Trap Vision	Exposes traps in the field (lasts until your character returns to town or is knocked out)	10
Scape Doll	These are destroyed when your character would be knocked out normally, restoring all health	3
Technique Disks	If your level/race/class is appropriate, you can learn higher level Techniques by using these from your inventory	1
Element	Attach these to weapons at the Custom Shop to add various effects to your attacks	99
Materials	Permanently raise one stat on your character (Hit Point, Photon Points, Power, Defense, Accuracy, Evasion, or Magic)	99
Reset Material	Delete Materials you've used on your character	99
Enemy Resources	Dropped parts of your enemies; give these to the Enemy Collector to fashion special equipment	99
Photon Drop	Give these to the Photon Collector for various rare items	99
Grinders	Permanently improve weapons and armor	99
Hearts	Special monster items that change high-level MAGS into a new form	99

Traps

The CAST race uses traps to either hamper/wound enemies or heal members of the party. Purchase traps from the Item Store and place them on your action palette for fast use.

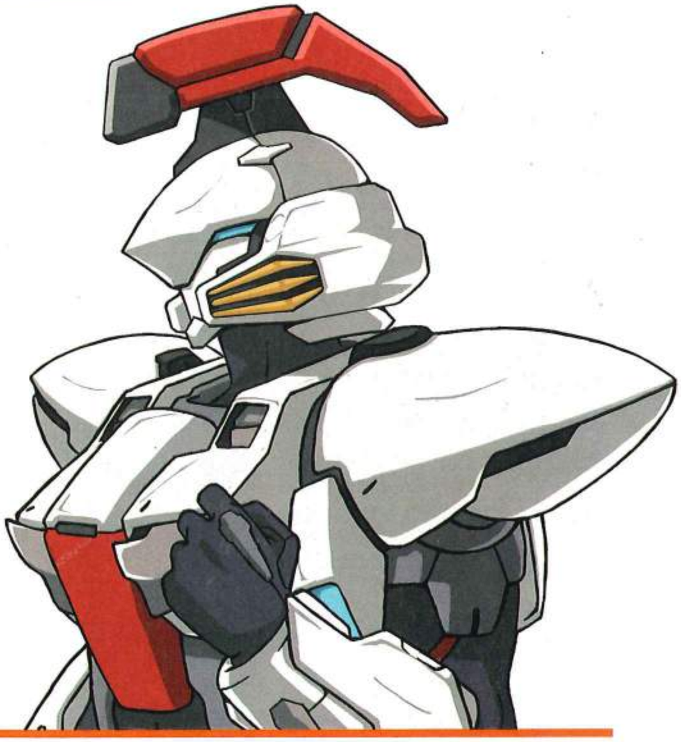
CASTs are able to carry a varying number of traps based on their sex and class. Look through the Character Chapter "A Cast of Heroes" to get a better idea about these.

Heat traps detonate and deal damage over time to nearby enemies. Although they're good for generic enemies, they cannot damage almost any bosses. Hunter CASTs that want to improve their damage output enjoy these the most.

Ice traps are more defensive. They Freeze nearby enemies and give your character a chance to reposition safely. Ranged CASTs get the most benefit from these.

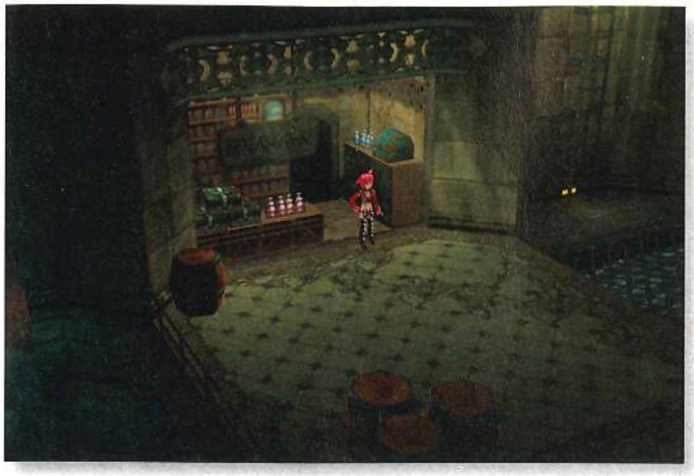
Light traps Confuse targets. These traps are the hardest to use effectively because their output is variable.

Heal traps are unusual because they detonate and help the people they affect. Stand near these to benefit from their power. Because CASTs can't use Techniques, these are yet another way to extend your survivability. They're also the only type of trap that works in most boss fights.



The Photon Collector

You can locate the Photon Collector on the left side of the sewers. Talk to her when you find a substantial stash of Photon Drops, which are found in golden boxes and chests. They're MUCH more common than they were in earlier *Phantasy Star* games, but you need far more of them to get some of the better purchases.



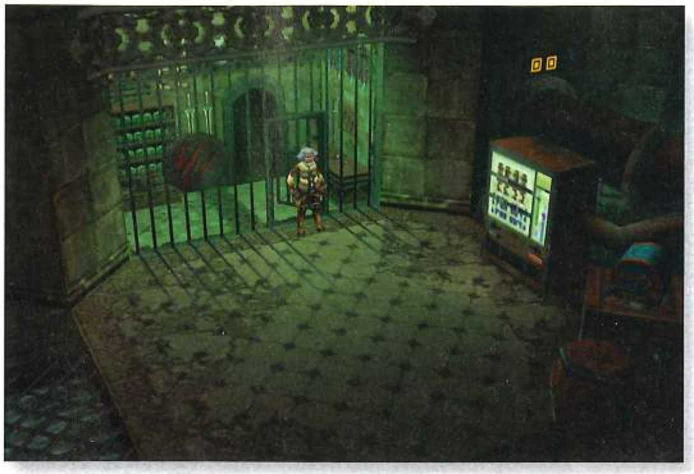
PHOTON COLLECTOR INVENTORY

ITEM NAME	ITEM TYPE	PHOTON COST
Harisen	Saber	10
Twinkle Star	Saber	40
Kitchen Knife	Sword	99
Eitons	Daggers	5
Animal Hand	Claws	10
Doppelsize	2 Sabers	30
Sprinkling Shower	Handgun	5
Pounding Shower	Handgun	60
Mizuri CX4	Rifle	50
Karagkasajikomi	Gunblade	15
Berry Ice Beam	Bazooka	20
Witch's Broom	Rod	15
Imperial Rod	Rod	45
Dumbbell	Wand	10
Gardening Wear	Armor	35
Miyabi Hakama	Armor	40
Basic MAG	MAG	5
Scape Doll	Survival Item	5
Heat Element	Element	4
Ice Element	Element	12
Stun Element	Element	12
Draw Element	Element	8

ITEM NAME	ITEM TYPE	PHOTON COST
Heart Element	Element	8
Soul Element	Element	12
Meseta Element	Element	8
X-Element	Element	8
Life Element	Element	12
Slow Element	Element	4
Risk Element	Element	12
Self Element	Element	12
Light Element	Element	4
Dark Element	Element	4
Jel Element	Element	8
Zalure Element	Element	8
Monogrinder	Grinder	1
Digrinder	Grinder	3
Trigrinder	Grinder	5
HP Material	Material	5
PP Material	Material	5
Power Material	Material	5
Guard Material	Material	5
Hit Material	Material	5
Swift Material	Material	5
Mind Material	Material	5
Reset Material	Material	5

Enemy Collector

On the right side of the sewers is another collector altogether. This guy uses parts from fallen enemies to make new items, crafting special weapons and armor. Bosses are the best targets for finding these pieces, and higher difficulty targets often drop similar (but stronger) versions of the items.



ENEMY ITEM	CRAFTED ITEM TYPE	EQUIPMENT NAME	TRANSACTION COST
Broken Horn	Spear	Scarred Horn	5000
Dragon's Horn	Spear	Dragon Horn	50,000
Black Drill	Spear	Mobius Drill	5000
White Drill	Spear	Hemelar Drill	50,000
Garapython Fang	Claws	Bison Bite	25,000
Garahadan Fang	Claws	Hadan Bite	100,000
Helion's Mane	Shield	Helion Roar	500
Burning Mane	Shield	Blaze Roar	25,000
Rohjade Scale	Shield	Jade Hals	2500
Rohkrysta Crystal	Shield	Krista Hals	50,000
Phobos Shard	Rifle	Phobos Shoot	25,000
Black Shard	Rifle	Black Phobos	50,000
Slimy Tentacle	Bazooka	Octo-Bazooka	5000
Lively Tentacle	Bazooka	Devil Bazooka	50,000
Black Muzzle	Laser Cannon	Chaos Cannon	5000
White Muzzle	Laser Cannon	Tartarus Cannon	100,000

Password Machine

Check out the vending machine on the far right side of the sewers. Guess what? This isn't a normal vending machine! It's a Password Machine. Type in special passwords here to find free items.

ITEM	PASSWORD
Selvaria's Spear	5703-8252
Selvaria's Shield	4294-2273
Blade Cannon	7839-3594
Caduceus's Rod	5139-6877
Game Master	7162-5792
CONSOLES+	9185-6189

ITEM	PASSWORD
INGame: Greg&Kiri	5531-0215
Nintendo Power	3171-0109
Puyo Soul	3470-1424
Taupy Soul	9475-6843
Lassie Soul	4775-7197

Weapon Tables

SABERS

CUTLASS

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ⑩
Attack Power	30 - 37
Attack Accuracy	93
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

SABER

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	31 – 39
Attack Accuracy	97
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

BLADE

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	32 – 40
Attack Accuracy	96
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CHROME CUTLASS

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	45 – 56
Attack Accuracy	112
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

SABER

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	50 – 63
Attack Accuracy	128
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

HARISEN

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	1 – 82
Attack Accuracy	154
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CLEAR SABER

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	70 – 87
Attack Accuracy	158
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

EIN BLADE

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	71 – 89
Attack Accuracy	156
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

RED SABER

CATEGORY	VALUE
Level Requirement	14
Rarity	4 ★
Attack Power	50 – 111
Attack Accuracy	148
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

TWINKLE STAR

CATEGORY	VALUE
Level Requirement	16
Rarity	4 ★
Attack Power	91 – 114
Attack Accuracy	189
Range (m)	2.5
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

KURTANA

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	94 – 118
Attack Accuracy	182
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

ARTTURI

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	100 – 125
Attack Accuracy	187
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CLEAR SABER

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	106 – 132
Attack Accuracy	192
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

BLUE SABER

CATEGORY	VALUE
Level Requirement	26
Rarity	5 ★
Attack Power	75 – 155
Attack Accuracy	177
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

KUTUNE SIRKA

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	132 – 165
Attack Accuracy	219
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

ALIAS

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	136 – 170
Attack Accuracy	227
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

TESTAROSSA

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	136 – 189
Attack Accuracy	222
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CYAL

CATEGORY	VALUE
Level Requirement	22
Rarity	5 ★
Attack Power	147 – 184
Attack Accuracy	230
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

GOOF SWATTER

CATEGORY	VALUE
Level Requirement	38
Rarity	6 ★
Attack Power	1 – 216
Attack Accuracy	255
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

WHITE SABER

CATEGORY	VALUE
Level Requirement	38
Rarity	6 ★
Attack Power	105 – 210
Attack Accuracy	213
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

ANFINSEN

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	189 – 236
Attack Accuracy	258
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

STORMER

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	199 – 249
Attack Accuracy	291
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

LAVIS KANON

CATEGORY	VALUE
Level Requirement	90
Rarity	7 ★
Attack Power	140 – 283
Attack Accuracy	245
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

ECLIPSE STAR

CATEGORY	VALUE
Level Requirement	56
Rarity	7 ★
Attack Power	234 – 292
Attack Accuracy	227
Range (m)	2.5
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

LUZPARIAS

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	247 – 309
Attack Accuracy	228
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

ZERO SABER

CATEGORY	VALUE
Level Requirement	70
Rarity	7 ★
Attack Power	283 – 354
Attack Accuracy	306
Range (m)	2.5
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

SWORDS

SWORD

CATEGORY	VALUE
Level Requirement	2
Rarity	1 ★
Attack Power	27 – 54
Attack Accuracy	68
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

EIN CALIBUR

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	43 – 86
Attack Accuracy	91
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

CLAYMORE

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	46 – 91
Attack Accuracy	94
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

CHROME SWORD

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	61 – 122
Attack Accuracy	111
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

RAY CLAYMORE

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	69 – 137
Attack Accuracy	117
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

JAMSHID

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	86 – 171
Attack Accuracy	133
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

DEO CALIBUR

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	91 – 181
Attack Accuracy	137
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

EGHESACHS

CATEGORY	VALUE
Level Requirement	15
Rarity	4 ★
Attack Power	123 – 186
Attack Accuracy	145
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

AKATSUKI FU

CATEGORY	VALUE
Level Requirement	30
Rarity	5 ★
Attack Power	113 – 226
Attack Accuracy	158
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

HOCHO

CATEGORY	VALUE
Level Requirement	20
Rarity	★
Attack Power	117 – 233
Attack Accuracy	192
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

VONOHATE FU

CATEGORY	VALUE
Level Requirement	30
Rarity	5 ★
Attack Power	124 – 247
Attack Accuracy	166
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

ASKALON

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	127 – 254
Attack Accuracy	164
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

KA VORG

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	134 – 268
Attack Accuracy	168
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

ZAHHAK

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	162 – 324
Attack Accuracy	184
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

KLAU SOLAS

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	181 – 362
Attack Accuracy	194
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

GALE BRINGER

CATEGORY	VALUE
Level Requirement	38
Rarity	6 ★
Attack Power	196 – 352
Attack Accuracy	196
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

MILIAS SWORD

CATEGORY	VALUE
Level Requirement	42
Rarity	6 ★
Attack Power	265 – 429
Attack Accuracy	218
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger .	N/A
Human Force	N/A
Newman Force	N/A

AINSRAIFFE

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	232 – 463
Attack Accuracy	208
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

AKATSUKI IN

CATEGORY	VALUE
Level Requirement	80
Rarity	7 ★
Attack Power	306 – 566
Attack Accuracy	200
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

MILIAS BREAKER

CATEGORY	VALUE
Level Requirement	58
Rarity	7 ★
Attack Power	333 – 566
Attack Accuracy	252
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

VONOHATE IN

CATEGORY	VALUE
Level Requirement	80
Rarity	7 ★
Attack Power	351 – 502
Attack Accuracy	221
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

DAGGERS

DAGGERS

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	25 – 31
Attack Accuracy	99
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

8-OUNCER

CATEGORY	VALUE
Level Requirement	2
Rarity	★
Attack Power	36 – 49
Attack Accuracy	132
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

EIN RIPPER

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	39 – 49
Attack Accuracy	132
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

RAV KNIFE

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	41 – 51
Attack Accuracy	135
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	Usable

CHROME DAGGERS

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	55 – 69
Attack Accuracy	161
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

DEO RIPPER

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	58 – 73
Attack Accuracy	165
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

HOLLOW GIMLET

CATEGORY	VALUE
Level Requirement	6
Rarity	3 ★
Attack Power	63 – 89
Attack Accuracy	167
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

LAPIS FANGS

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	77 – 96
Attack Accuracy	193
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

CLEAR KNIFE

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	86 – 108
Attack Accuracy	203
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	Usable

TONFA

CATEGORY	VALUE
Level Requirement	14
Rarity	4 ★
Attack Power	89 – 111
Attack Accuracy	195
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

12-OUNCER

CATEGORY	VALUE
Level Requirement	26
Rarity	5 ★
Attack Power	105 – 131
Attack Accuracy	149
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

JORMUNGAND

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	114 – 143
Attack Accuracy	237
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

FEATHERHAND

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	121 – 151
Attack Accuracy	243
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	Usable

JASPER ROAR

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	146 – 182
Attack Accuracy	266
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

FENRIR

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	154 – 193
Attack Accuracy	273
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

BLOODY GIMLET

CATEGORY	VALUE
Level Requirement	40
Rarity	6 ★
Attack Power	167 – 209
Attack Accuracy	276
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

RAGE TONFA

CATEGORY	VALUE
Level Requirement	56
Rarity	7 ★
Attack Power	206 – 211
Attack Accuracy	331
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

FOIE HAZE

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	220 – 275
Attack Accuracy	308
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	Usable

SPEARS

EIN GLAIVE

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	41 – 81
Attack Accuracy	120
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

IRON SPEAR

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	42 – 83
Attack Accuracy	117
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

IRON LANCE

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	58 – 115
Attack Accuracy	153
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CHROME SPEAR

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	63 125–
Attack Accuracy	146
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

SWEET BERRY

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	76 – 108
Attack Accuracy	157
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

BITTER BERRY

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	76 – 108
Attack Accuracy	157
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

GRASIZA

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	119 – 238
Attack Accuracy	215
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

DRAGON HORN

CATEGORY	VALUE
Level Requirement	40
Rarity	6 ★
Attack Power	244 – 348
Attack Accuracy	269
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

BIG HEMERA

CATEGORY	VALUE
Level Requirement	80
Rarity	7 ★
Attack Power	362 – 517
Attack Accuracy	282
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

CHROME LANCE

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	81 – 161
Attack Accuracy	184
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

ALUCART

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	123 – 245
Attack Accuracy	210
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

HEMERA DRILL

CATEGORY	VALUE
Level Requirement	42
Rarity	6 ★
Attack Power	250 – 357
Attack Accuracy	245
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

DEO GLAIVE

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	85 – 170
Attack Accuracy	179
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

SELVARIA'S SPEAR

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	208 – 265
Attack Accuracy	226
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

ECLAMASACH

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	205 – 410
Attack Accuracy	279
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

SCARRED HORN

CATEGORY	VALUE
Level Requirement	15
Rarity	4 ★
Attack Power	129 – 184
Attack Accuracy	195
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

ABRAHAM

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	152 – 304
Attack Accuracy	254
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

GRAND CHARIOT

CATEGORY	VALUE
Level Requirement	50
Rarity	7 ★
Attack Power	217 – 434
Attack Accuracy	272
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

MOBIUS DRILL

CATEGORY	VALUE
Level Requirement	16
Rarity	4 ★
Attack Power	132 – 189
Attack Accuracy	177
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

UNDULATE

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	165 – 330
Attack Accuracy	241
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

BIG MOBIUS

CATEGORY	VALUE
Level Requirement	63
Rarity	7 ★
Attack Power	337 – 482
Attack Accuracy	269
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

CLAWS

EIN ARM

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	52 – 65
Attack Accuracy	128
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

D-FANGS

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	54 – 68
Attack Accuracy	126
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

ANIMAL HAND

CATEGORY	VALUE
Level Requirement	6
Rarity	3 ★
Attack Power	71 – 89
Attack Accuracy	168
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

IRON CLAWS

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	74 – 92
Attack Accuracy	156
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

DEO ARM

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	78 – 97
Attack Accuracy	160
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CHROME CLAWS

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	103 – 129
Attack Accuracy	187
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

WRATH FANGS

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	115 – 144
Attack Accuracy	189
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

ORGACLAW

CATEGORY	VALUE
Level Requirement	16
Rarity	4 ★
Attack Power	121 – 171
Attack Accuracy	194
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

VALIANT

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	62 – 141
Attack Accuracy	242
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

FILAMARE

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	153 – 191
Attack Accuracy	230
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

PYTHON BITE

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	161 – 201
Attack Accuracy	227
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

DIABOLIC GAUNTL

CATEGORY	VALUE
Level Requirement	28
Rarity	5 ★
Attack Power	165 – 206
Attack Accuracy	233
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

ARGARES

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	194 – 243
Attack Accuracy	258
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

PHYTEUMA

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	206 – 257
Attack Accuracy	264
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

PINKY HAND

CATEGORY	VALUE
Level Requirement	40
Rarity	6 ★
Attack Power	209 – 236
Attack Accuracy	278
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

PHANTASMA GAUNTLET

CATEGORY	VALUE
Level Requirement	58
Rarity	7 ★
Attack Power	211 – 316
Attack Accuracy	277
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

ADORALPHS

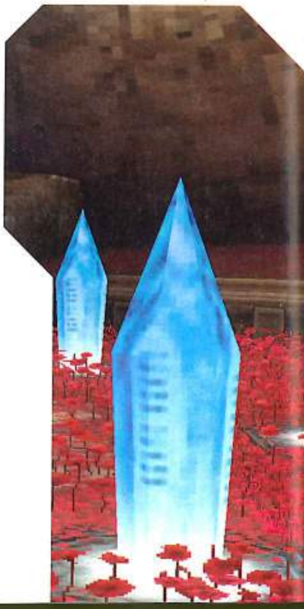
CATEGORY	VALUE
Level Requirement	50
Rarity	7 ★
Attack Power	262 – 328
Attack Accuracy	283
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

HADAN BITE

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	293 – 366
Attack Accuracy	287
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

RIKA'S CLAW

CATEGORY	VALUE
Level Requirement	80
Rarity	7 ★
Attack Power	324 – 386
Attack Accuracy	309
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A



SHIELDS

SHIELD

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	19 – 24
Attack Accuracy	103
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

JADE HULSE

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	61 – 82
Attack Accuracy	169
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

EGALTA

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	94 – 117
Attack Accuracy	253
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	Usable

CRYSTA HULSE

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	120 – 150
Attack Accuracy	280
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

RAY BANGLE

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	32 – 40
Attack Accuracy	140
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	Usable

CHROME SHIELD

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	60 – 75
Attack Accuracy	200
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

LIEUCON STIHL

CATEGORY	VALUE
Level Requirement	28
Rarity	5 ★
Attack Power	100 – 120
Attack Accuracy	266
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

ACEGALDA

CATEGORY	VALUE
Level Requirement	34
Rarity	6 ★
Attack Power	126 – 158
Attack Accuracy	291
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	Usable

HELION ROAR

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	55 – 71
Attack Accuracy	135
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

CRIMSONFIELD

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	81 – 98
Attack Accuracy	208
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

SCARRED TATAMI

CATEGORY	VALUE
Level Requirement	40
Rarity	6 ★
Attack Power	110 – 138
Attack Accuracy	272
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

VANGUARD

CATEGORY	VALUE
Level Requirement	44
Rarity	6 ★
Attack Power	134 – 167
Attack Accuracy	298
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

TATAMI MAT

CATEGORY	VALUE
Level Requirement	6
Rarity	3 ★
Attack Power	42 – 52
Attack Accuracy	165
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

BLAZE ROAR

CATEGORY	VALUE
Level Requirement	24
Rarity	4 ★
Attack Power	89 – 151
Attack Accuracy	243
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

REMJEES

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	114 – 142
Attack Accuracy	276
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

SCHWARZ STIHL

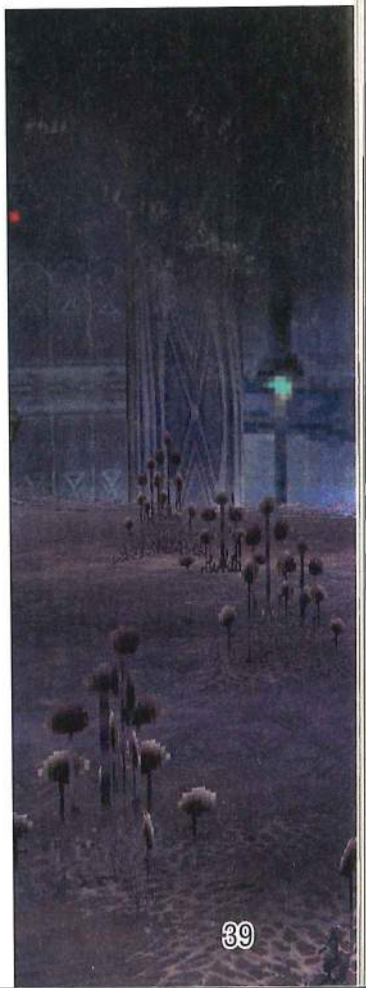
CATEGORY	VALUE
Level Requirement	42
Rarity	6 ★
Attack Power	143 – 163
Attack Accuracy	301
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CLEAR BANGLE

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	48 – 60
Attack Accuracy	176
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	Usable

SELVARIA'S SHIELD

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	89 – 123
Attack Accuracy	241
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable



IROS

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	153 – 225
Attack Accuracy	316
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

EMERALDFIELD

CATEGORY	VALUE
Level Requirement	60
Rarity	7 ★
Attack Power	180 – 225
Attack Accuracy	316
Range (m)	2
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

AJAX

CATEGORY	VALUE
Level Requirement	65
Rarity	7 ★
Attack Power	198 – 248
Attack Accuracy	344
Range (m)	2
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

2-SABERS

ROMULUS

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	50 – 108
Attack Accuracy	140
Range (m)	3
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	Usable

BINARY SABER

CATEGORY	VALUE
Level Requirement	4
Rarity	3 ★
Attack Power	71 – 108
Attack Accuracy	137
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

DOUBLE BLADE

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	74 – 105
Attack Accuracy	138
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

DOUBLE EDGE

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	78 – 111
Attack Accuracy	116
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

DOUBLE RAPIER

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	97 – 139
Attack Accuracy	140
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

ASHVIENS

CATEGORY	VALUE
Level Requirement	18
Rarity	4 ★
Attack Power	100 – 143
Attack Accuracy	172
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

DOUBLE CALIBUR

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	103 – 147
Attack Accuracy	165
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

DOUBLE SABER

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	109 – 156
Attack Accuracy	139
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

DOPPEL SCYTHE

CATEGORY	VALUE
Level Requirement	14
Rarity	4 ★
Attack Power	112 – 183
Attack Accuracy	135
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

STAG CUTLERY

CATEGORY	VALUE
Level Requirement	15
Rarity	4 ★
Attack Power	115 – 164
Attack Accuracy	162
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

REMS ROMULUS

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	106 – 212
Attack Accuracy	201
Range (m)	3
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	Usable

DOUBLE SPEAR

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	137 – 195
Attack Accuracy	168
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

EDU LIMIT

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	144 – 206
Attack Accuracy	199
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

AVENLOTE

CATEGORY	VALUE
Level Requirement	22
Rarity	5 ★
Attack Power	153 – 218
Attack Accuracy	166
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

TWIN BRAND

CATEGORY	VALUE
Level Requirement	28
Rarity	5 ★
Attack Power	160 – 229
Attack Accuracy	194
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

NATHANIEL

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	184 – 263
Attack Accuracy	194
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

ROCHE LIMIT

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	195 – 279
Attack Accuracy	229
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

CRONOS SCYTHE

CATEGORY	VALUE
Level Requirement	42
Rarity	6 ★
Attack Power	211 – 302
Attack Accuracy	186
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

GIGAS ROMULUS

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	200 – 387
Attack Accuracy	235
Range (m)	3
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	Usable

MEHRENNENKA

CATEGORY	VALUE
Level Requirement	50
Rarity	7 ★
Attack Power	249 – 355
Attack Accuracy	213
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

DIOSKUROI

CATEGORY	VALUE
Level Requirement	63
Rarity	7 ★
Attack Power	256 – 366
Attack Accuracy	261
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

MORGENLOTE

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	278 – 397
Attack Accuracy	210
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

CLAIR DOUBLES

CATEGORY	VALUE
Level Requirement	58
Rarity	7 ★
Attack Power	293 – 418
Attack Accuracy	245
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

HANDGUNS

HANDGUN

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	19 – 27
Attack Accuracy	70
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

EIN PISTOL

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	20 – 29
Attack Accuracy	72
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

RAY PULSE

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	22 – 31
Attack Accuracy	74
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

GROW SHOWER

CATEGORY	VALUE
Level Requirement	1
Rarity	2 ★
Attack Power	27 – 39
Attack Accuracy	88
Range (m)	10
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CHROME GUN

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	29 – 41
Attack Accuracy	89
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

TAXION GUN

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	33 – 68
Attack Accuracy	116
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

DEO PISTOL

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	46 – 65
Attack Accuracy	114
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CLEAR PULSE

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	49 – 70
Attack Accuracy	117
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

REXUS

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	60 – 85
Attack Accuracy	133
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

DELACQUER

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	64 – 91
Attack Accuracy	137
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

PARPUA

CATEGORY	VALUE
Level Requirement	14
Rarity	4 ★
Attack Power	73 – 104
Attack Accuracy	142
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

LUXION GUN

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	69 – 132
Attack Accuracy	166
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

BLOOM SHOWER

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	81 – 115
Attack Accuracy	158
Range (m)	10
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

RADIANT

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	83 – 137
Attack Accuracy	160
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

EMERALD SIN

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	96 – 137
Attack Accuracy	168
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

KLEINGOLD

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	121 – 173
Attack Accuracy	189
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

HIO MISSOURI

CATEGORY	VALUE
Level Requirement	38
Rarity	6 ★
Attack Power	134 – 191
Attack Accuracy	196
Range (m)	14
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

TACHYON GUN

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	130 – 241
Attack Accuracy	210
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

ROUGE PULSE

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	174 – 249
Attack Accuracy	213
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

N-TATHLAM

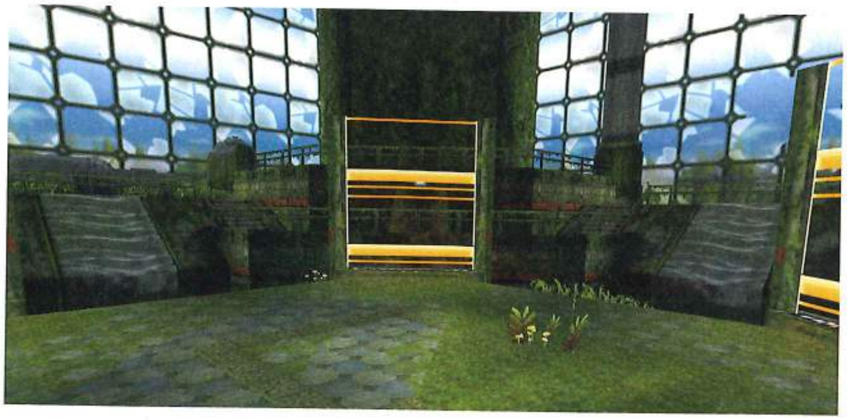
CATEGORY	VALUE
Level Requirement	60
Rarity	7 ★
Attack Power	186 –265
Attack Accuracy	216
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

H44 MISSOURI

CATEGORY	VALUE
Level Requirement	64
Rarity	7 ★
Attack Power	198 – 283
Attack Accuracy	224
Range (m)	12
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

ZERO RIFLE

CATEGORY	VALUE
Level Requirement	70
Rarity	7 ★
Attack Power	268 – 342
Attack Accuracy	235
Range (m)	12
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A



RIFLES

CARBINE

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	24 – 34
Attack Accuracy	73
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

EIN RIFLE

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	38 – 54
Attack Accuracy	96
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

RAY SHOT

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	41 – 58
Attack Accuracy	99
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

GARLAND

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	39 – 84
Attack Accuracy	122
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CHROME CARBINE

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	53 – 76
Attack Accuracy	117
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

LIESE GARLAND

CATEGORY	VALUE
Level Requirement	4
Rarity	3 ★
Attack Power	59 – 79
Attack Accuracy	125
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

GARLAND ZWEI

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	83 – 165
Attack Accuracy	176
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

HEIMDAL

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	126 – 184
Attack Accuracy	180
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

ORTLINDE

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	162 – 231
Attack Accuracy	205
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CLEAR SHOT

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	61 – 87
Attack Accuracy	124
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

MISSOURI RX4

CATEGORY	VALUE
Level Requirement	26
Rarity	5 ★
Attack Power	108 – 143
Attack Accuracy	180
Range (m)	18
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

M6A33

CATEGORY	VALUE
Level Requirement	38
Rarity	6 ★
Attack Power	135 – 193
Attack Accuracy	207
Range (m)	18
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

BLACK PHOBOS

CATEGORY	VALUE
Level Requirement	42
Rarity	6 ★
Attack Power	167 – 238
Attack Accuracy	197
Range (m)	16
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

METFORD

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	74 – 106
Attack Accuracy	141
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

RVJARG

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	112 – 160
Attack Accuracy	173
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

ENFIELD

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	141 – 201
Attack Accuracy	194
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CURSE ANSWERER

CATEGORY	VALUE
Level Requirement	40
Rarity	6 ★
Attack Power	181 – 226
Attack Accuracy	207
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

DEO' RIFLE

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	80 – 114
Attack Accuracy	144
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

GERHILDE

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	120 – 171
Attack Accuracy	178
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

M14 MISSOURI

CATEGORY	VALUE
Level Requirement	40
Rarity	6 ★
Attack Power	146 – 208
Attack Accuracy	242
Range (m)	20
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

GARLAND DREI

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	156 – 301
Attack Accuracy	222
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

MISSOURI CX4

CATEGORY	VALUE
Level Requirement	14
Rarity	4 ★
Attack Power	81 – 102
Attack Accuracy	150
Range (m)	18
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

PHOBOS SHOOT

CATEGORY	VALUE
Level Requirement	28
Rarity	5 ★
Attack Power	126 – 184
Attack Accuracy	171
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

VASMINOKOV M95

CATEGORY	VALUE
Level Requirement	46
Rarity	6 ★
Attack Power	152 – 251
Attack Accuracy	187
Range (m)	18
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

M6A41

CATEGORY	VALUE
Level Requirement	64
Rarity	7 ★
Attack Power	183 – 271
Attack Accuracy	248
Range (m)	18
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

LAVATEINN

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	204 – 291
Attack Accuracy	219
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

YASMINOKOV M109

CATEGORY	VALUE
Level Requirement	90
Rarity	7 ★
Attack Power	212 – 342
Attack Accuracy	233
Range (m)	18
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

M25SE MISSOURI

CATEGORY	VALUE
Level Requirement	80
Rarity	7 ★
Attack Power	216 – 309
Attack Accuracy	267
Range (m)	22
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

GUN SLASH

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	25 – 45
Attack Accuracy	86
Range (m)	3
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

EIN MAZURKA

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	27 – 48
Attack Accuracy	88
Range (m)	3
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

GUNBLADES

AXEON

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	27 – 94
Attack Accuracy	112
Range (m)	3
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

KARAKASA JIKOMI

CATEGORY	VALUE
Level Requirement	4
Rarity	3 ★
Attack Power	37 – 64
Attack Accuracy	96
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

GUN BRAVER

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	39 – 67
Attack Accuracy	107
Range (m)	3
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

RAY DUPLEX

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	44 – 77
Attack Accuracy	113
Range (m)	3
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

SONIC LASER

CATEGORY	VALUE
Level Requirement	16
Rarity	4 ★
Attack Power	54 – 110
Attack Accuracy	134
Range (m)	3
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

DEO MAZURKA

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	57 – 100
Attack Accuracy	132
Range (m)	3
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CLEAR DUPLEX

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	62 – 107
Attack Accuracy	136
Range (m)	3
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

LORD AXEON

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	55 – 156
Attack Accuracy	161
Range (m)	3
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

NEIGLING

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	75 – 131
Attack Accuracy	155
Range (m)	3
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

VRAOLET

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	81 – 141
Attack Accuracy	159
Range (m)	3
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

BLADE CANNON

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	91 – 160
Attack Accuracy	138
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

NAGLERING

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	102 – 177
Attack Accuracy	178
Range (m)	3
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

NERSIR

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	116 – 203
Attack Accuracy	187
Range (m)	3
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

BANGASA JIKOMI

CATEGORY	VALUE
Level Requirement	40
Rarity	6 ★
Attack Power	144 – 170
Attack Accuracy	159
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

EMPEROR AXEON

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	105 – 265
Attack Accuracy	203
Range (m)	3
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

FRIGIAND

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	147 – 256
Attack Accuracy	201
Range (m)	3
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

NEIDARVL

CATEGORY	VALUE
Level Requirement	50
Rarity	7 ★
Attack Power	157 – 274
Attack Accuracy	206
Range (m)	3
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CELESTA LASER

CATEGORY	VALUE
Level Requirement	62
Rarity	7 ★
Attack Power	223 – 283
Attack Accuracy	213
Range (m)	3
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

MECH GUNS

TWIN FIRE

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	18 – 22
Attack Accuracy	61
Range (m)	10
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

TWIN KETCHUP

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	22 – 27
Attack Accuracy	70
Range (m)	10
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

TWIN ASSAULT

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	24 – 30
Attack Accuracy	77
Range (m)	10
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

CHROME FIRE

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	26 – 33
Attack Accuracy	79
Range (m)	10
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

SCISSOR MECH GUNS

CATEGORY	VALUE
Level Requirement	6
Rarity	3 ★
Attack Power	11 – 50
Attack Accuracy	87
Range (m)	10
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

TWIN CARBINES

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	34 – 43
Attack Accuracy	94
Range (m)	10
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

DEO TWINS

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	37 – 46
Attack Accuracy	96
Range (m)	10
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

TWIN MUSTARD

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	46 – 57
Attack Accuracy	105
Range (m)	10
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CHROME TWINS

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	48 – 60
Attack Accuracy	113
Range (m)	10
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

BERGMANN

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	54 – 68
Attack Accuracy	119
Range (m)	10
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

CLEAR SCISSOR TWINS

CATEGORY	VALUE
Level Requirement	16
Rarity	5 ★
Attack Power	32 – 133
Attack Accuracy	126
Range (m)	10
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

GRIFONE

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	72 – 90
Attack Accuracy	139
Range (m)	10
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

SCHMEISSER

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	77 – 96
Attack Accuracy	142
Range (m)	10
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

TWIN VIOLETS

CATEGORY	VALUE
Level Requirement	38
Rarity	6 ★
Attack Power	86 – 133
Attack Accuracy	166
Range (m)	10
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

BLUE BULLETTA

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	90 – 113
Attack Accuracy	155
Range (m)	10
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

BLACKHAWK

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	97 – 121
Attack Accuracy	160
Range (m)	10
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

RIVERMAN MISSOURI

CATEGORY	VALUE
Level Requirement	42
Rarity	6 ★
Attack Power	110 – 138
Attack Accuracy	172
Range (m)	16
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CRIMSON VIS

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	122 – 152
Attack Accuracy	171
Range (m)	10
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

TWIN PSYCHOGUNS

CATEGORY	VALUE
Level Requirement	64
Rarity	7 ★
Attack Power	158 – 198
Attack Accuracy	191
Range (m)	12
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

BAZOOKAS

CANNON

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	48 – 85
Attack Accuracy	99
Range (m)	15
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

EIN BAZOOKA

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	55 – 98
Attack Accuracy	104
Range (m)	15
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

PIPE BAZOOKA

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	69 – 123
Attack Accuracy	122
Range (m)	15
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CHROME CANNON

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	72 – 128
Attack Accuracy	124
Range (m)	15
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

EIN ROCKET

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	78 – 137
Attack Accuracy	127
Range (m)	15
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

DEO BAZOOKA

CATEGORY	VALUE
Level Requirement	12
Rarity	3 ★
Attack Power	83 – 146
Attack Accuracy	130
Range (m)	15
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

DEO ROCKET

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	109 – 192
Attack Accuracy	152
Range (m)	15
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

OCTO BAZOOKA

CATEGORY	VALUE
Level Requirement	15
Rarity	4 ★
Attack Power	120 – 212
Attack Accuracy	158
Range (m)	15
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CARL GUSTAV

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	141 – 250
Attack Accuracy	178
Range (m)	15
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

ADRASTEA

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	162 – 287
Attack Accuracy	187
Range (m)	15
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CANNON ROUGE

CATEGORY	VALUE
Level Requirement	28
Rarity	5 ★
Attack Power	233 – 306
Attack Accuracy	173
Range (m)	15
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

WARP PIPE BAZOOKA

CATEGORY	VALUE
Level Requirement	30
Rarity	6 ★
Attack Power	184 – 325
Attack Accuracy	202
Range (m)	15
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

ARMBRUST

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	191 – 338
Attack Accuracy	205
Range (m)	15
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	N/A

BLUE DANUBE

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	206 – 363
Attack Accuracy	210
Range (m)	15
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

DEVIL BAZOOKA

CATEGORY	VALUE
Level Requirement	40
Rarity	6 ★
Attack Power	237 – 400
Attack Accuracy	218
Range (m)	15
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

YELLOW SUN

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	277 – 489
Attack Accuracy	231
Range (m)	15
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

NEMESIS

CATEGORY	VALUE
Level Requirement	50
Rarity	7 ★
Attack Power	297 – 523
Attack Accuracy	237
Range (m)	15
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CANNON BLEU

CATEGORY	VALUE
Level Requirement	80
Rarity	7 ★
Attack Power	416 – 557
Attack Accuracy	219
Range (m)	15
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

BERRY ICE BEAM

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	47 – 67
Attack Accuracy	138
Range (m)	13
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

RAY MASER

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	49 – 70
Attack Accuracy	136
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

LASER CANNONS

EIN CANNON

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	53 – 75
Attack Accuracy	139
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

RAY BEAM

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	56 – 80
Attack Accuracy	143
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CLEAR MASER

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	69 – 98
Attack Accuracy	163
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

DEO CANNON

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	74 – 105
Attack Accuracy	163
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CLEAR BEAM

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	78 – 112
Attack Accuracy	172
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CUTIE BEAM

CATEGORY	VALUE
Level Requirement	16
Rarity	4 ★
Attack Power	80 – 120
Attack Accuracy	179
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CHAOS CANNON

CATEGORY	VALUE
Level Requirement	20
Rarity	4 ★
Attack Power	81 – 116
Attack Accuracy	186
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

MELLOW ICE BEAM

CATEGORY	VALUE
Level Requirement	26
Rarity	5 ★
Attack Power	92 – 132
Attack Accuracy	198
Range (m)	13
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

HOLY SORT

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	96 – 137
Attack Accuracy	196
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

UTHRAGHNA

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	103 – 147
Attack Accuracy	201
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

ST. KILDA

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	130 – 185
Attack Accuracy	225
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

UTHRA WEAPON

CATEGORY	VALUE
Level Requirement	34
Rarity	6 ★
Attack Power	139 – 199
Attack Accuracy	231
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

GUN DIVA

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	148 – 212
Attack Accuracy	237
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

PINKY BEAM

CATEGORY	VALUE
Level Requirement	40
Rarity	6 ★
Attack Power	158 – 226
Attack Accuracy	244
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

GALLATIN

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	201 – 287
Attack Accuracy	260
Range (m)	13
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

TARTAROS CANNON

CATEGORY	VALUE
Level Requirement	64
Rarity	7 ★
Attack Power	228 – 325
Attack Accuracy	280
Range (m)	14
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

RODS

ROD

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	25 – 49
Attack Accuracy	64
Range (m)	4
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

WANDSTICK

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	26 – 52
Attack Accuracy	66
Range (m)	4
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

RAY WANDSTICK

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	39 – 78
Attack Accuracy	85
Range (m)	4
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

WITCH'S BROOM

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	51 – 121
Attack Accuracy	105
Range (m)	4
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

CHROME ROD

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	56 – 111
Attack Accuracy	104
Range (m)	4
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

RAY STAFF

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	62 – 124
Attack Accuracy	109
Range (m)	4
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

PRETTY PARASOL

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	76 – 151
Attack Accuracy	133
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

SASARAI

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	82 – 164
Attack Accuracy	128
Range (m)	4
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

CLEAR STAFF

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	87 – 174
Attack Accuracy	131
Range (m)	4
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

IMPERIAL ROD

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	95 – 160
Attack Accuracy	134
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CADUCEUS

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	100 – 256
Attack Accuracy	159
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CALAMITY SOUL

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	105 – 249
Attack Accuracy	144
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CRUMHORNE

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	109 – 217
Attack Accuracy	149
Range (m)	4
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

SALVADOR

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	115 – 230
Attack Accuracy	153
Range (m)	4
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

GALLANHORNE

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	147 – 294
Attack Accuracy	172
Range (m)	4
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

CASTER BROOM

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	151 – 319
Attack Accuracy	174
Range (m)	4
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

ASCLEPIOS

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	164 – 328
Attack Accuracy	181
Range (m)	4
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

CRESCENT CAST

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	165 – 302
Attack Accuracy	185
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

GOTH PARASOL

CATEGORY	VALUE
Level Requirement	58
Rarity	7 ★
Attack Power	193 – 385
Attack Accuracy	201
Range (m)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

WHITE DISASTER

CATEGORY	VALUE
Level Requirement	60
Rarity	7 ★
Attack Power	208 – 455
Attack Accuracy	182
Range (m)	4
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

KERYKEION

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	222 – 443
Attack Accuracy	199
Range (m)	4
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

PSYCHO WAND

CATEGORY	VALUE
Level Requirement	90
Rarity	7 ★
Attack Power	357 – 513
Attack Accuracy	214
Range (m)	4
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

WANDS

WAND

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	27 – 39
Attack Accuracy	81
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

TACT

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	29 – 41
Attack Accuracy	83
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CANE

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Attack Power	31 – 44
Attack Accuracy	85
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

EIN TACT

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Attack Power	43 – 62
Attack Accuracy	107
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

DUMBBELL

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	60 – 85
Attack Accuracy	128
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CHROME WAND

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	62 – 88
Attack Accuracy	131
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CLEAR CANE

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	69 – 98
Attack Accuracy	138
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

ROSE QUARTZ

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	86 – 123
Attack Accuracy	157
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

MAGI PROCESSOR

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	91 – 130
Attack Accuracy	161
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

BRIGHT MOON

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	99 – 141
Attack Accuracy	158
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

MAGI CIRCUIT

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	128 – 183
Attack Accuracy	193
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

ANNASANS

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	135 – 193
Attack Accuracy	198
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

EMERALD TABLET

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	142 – 203
Attack Accuracy	203
Range (m)	3
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

HEAVY DUMBBELL

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	158 – 226
Attack Accuracy	212
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

DIOPSIDE

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	163 – 233
Attack Accuracy	217
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

ALICE OLIVIA

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	245 – 351
Attack Accuracy	251
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

STARLIGHT

CATEGORY	VALUE
Level Requirement	60
Rarity	7 ★
Attack Power	252 – 360
Attack Accuracy	239
Range (m)	3
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

AL AZIF

CATEGORY	VALUE
Level Requirement	80
Rarity	7 ★
Attack Power	259 – 370
Attack Accuracy	270
Range (m)	3
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

ZERO CANE

CATEGORY	VALUE
Level Requirement	70
Rarity	7 ★
Attack Power	328 – 397
Attack Accuracy	259
Range (m)	3
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

SLICERS

PIZZA

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	47 – 93
Attack Accuracy	93
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

SLICER

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	48 – 96
Attack Accuracy	89
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

EIN CUTTER

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Attack Power	51 – 101
Attack Accuracy	86
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

EATEN PIZZA

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	65 – 130
Attack Accuracy	112
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

DEO SLICER

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	67 – 134
Attack Accuracy	106
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

DEO CUTTER

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	71 – 142
Attack Accuracy	104
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

RAY FIN

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Attack Power	75 – 150
Attack Accuracy	109
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

GIACOBINI

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Attack Power	99 – 198
Attack Accuracy	124
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CLEAR FIN

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	105 – 209
Attack Accuracy	131
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

SEASTAR SLICER

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Attack Power	111 – 182
Attack Accuracy	125
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

STAR SLICER

CATEGORY	VALUE
Level Requirement	40
Rarity	6 ★
Attack Power	123 – 246
Attack Accuracy	164
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

TRI MAGENTA

CATEGORY	VALUE
Level Requirement	36
Rarity	6 ★
Attack Power	127 – 53
Attack Accuracy	147
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

SKY SURVEY

CATEGORY	VALUE
Level Requirement	32
Rarity	6 ★
Attack Power	142 – 283
Attack Accuracy	151
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

MAISEN

CATEGORY	VALUE
Level Requirement	42
Rarity	6 ★
Attack Power	145 – 290
Attack Accuracy	145
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

STARFISH SLICER

CATEGORY	VALUE
Level Requirement	38
Rarity	6 ★
Attack Power	155 – 260
Attack Accuracy	141
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

TROIS SOUTHER

CATEGORY	VALUE
Level Requirement	54
Rarity	7 ★
Attack Power	171 – 342
Attack Accuracy	162
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

ERIDANUS

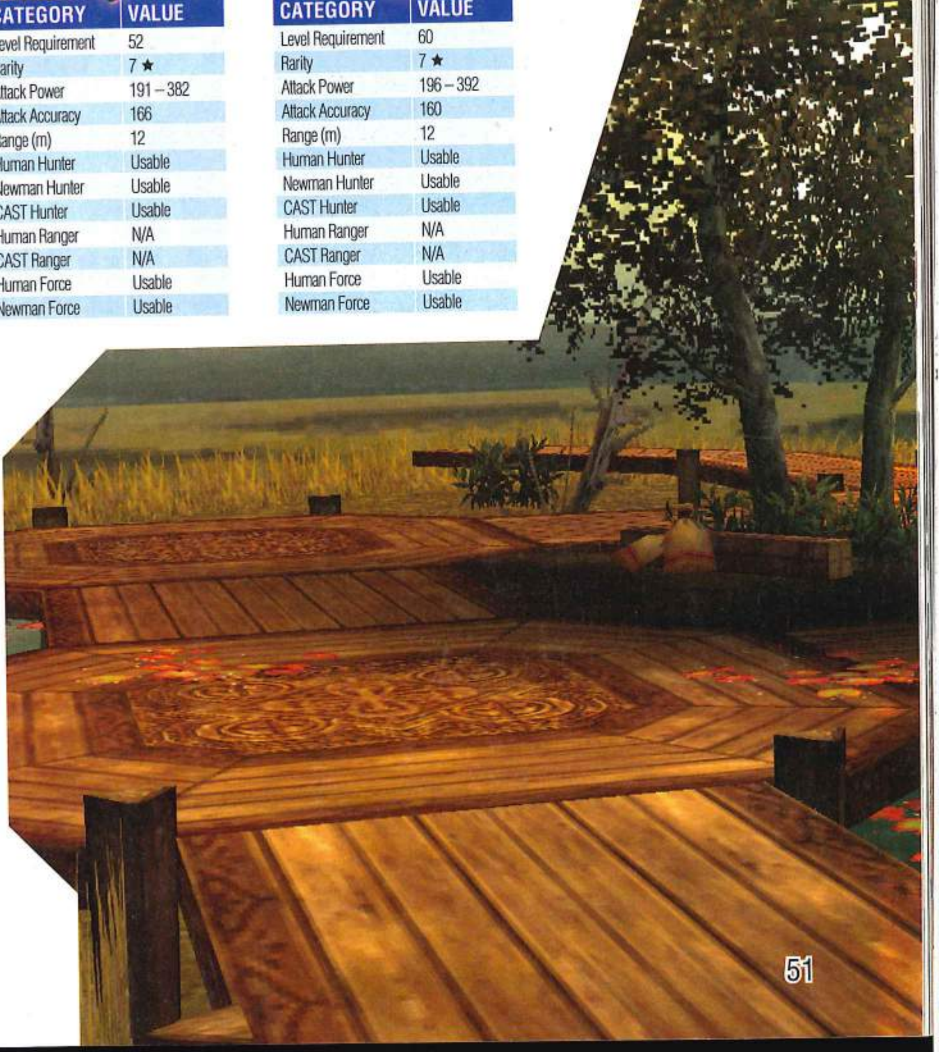
CATEGORY	VALUE
Level Requirement	50
Rarity	7 ★
Attack Power	181 – 362
Attack Accuracy	157
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

LONEOS

CATEGORY	VALUE
Level Requirement	52
Rarity	7 ★
Attack Power	191 – 382
Attack Accuracy	166
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

MIYABISEN

CATEGORY	VALUE
Level Requirement	60
Rarity	7 ★
Attack Power	196 – 392
Attack Accuracy	160
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

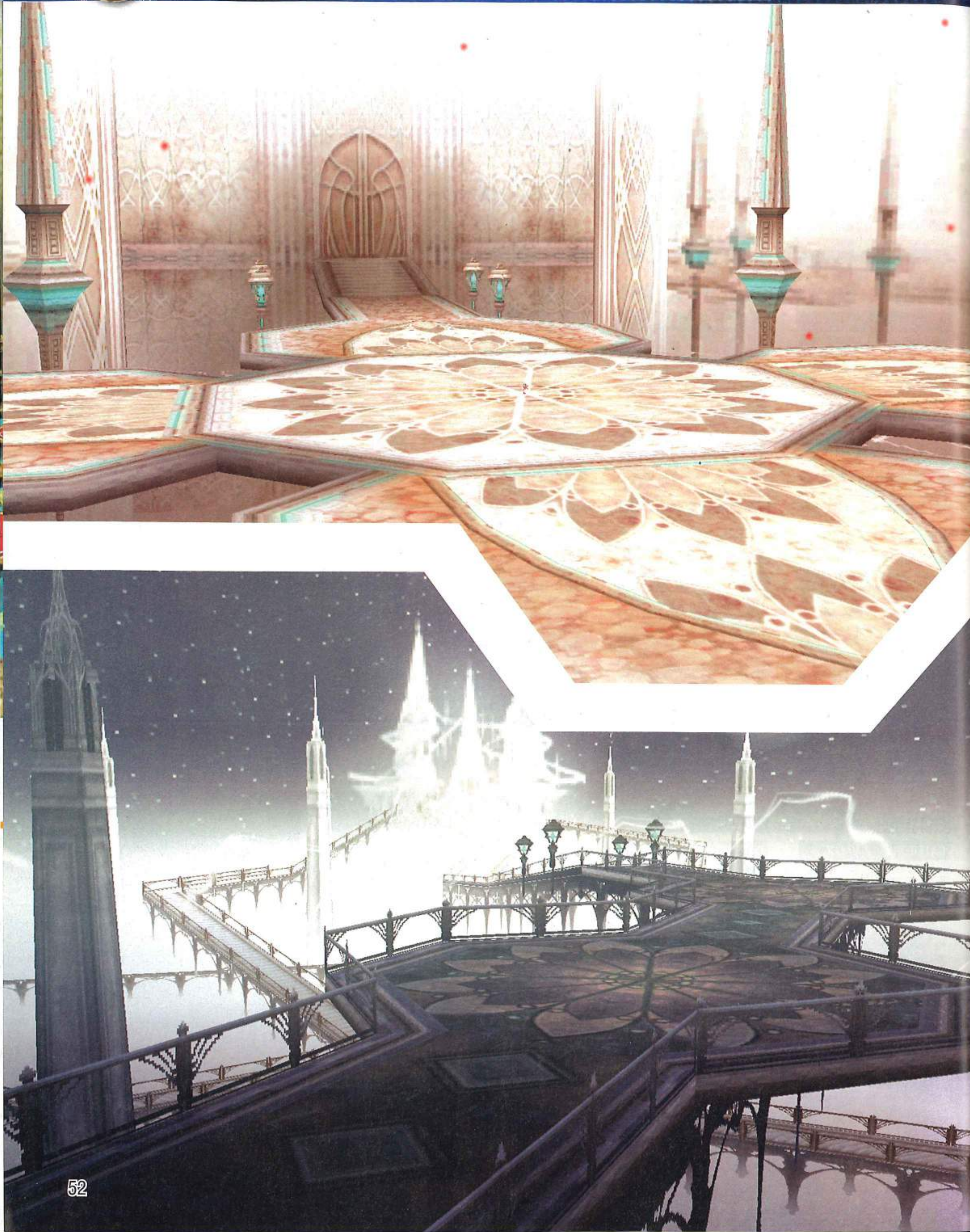


KOUGA SHURIKEN

CATEGORY	VALUE
Level Requirement	64
Rarity	7 ★
Attack Power	224 – 402
Attack Accuracy	171
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

FUUMA SHURIKEN

CATEGORY	VALUE
Level Requirement	80
Rarity	7 ★
Attack Power	321 – 442
Attack Accuracy	163
Range (m)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable



ARMOR TABLE

ROBE

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Defense	20
Evasion	31
Fire Resistance (%)	8
Ice Resistance (%)	8
Thunder Resistance (%)	8
Light Resistance (%)	8
Dark Resistance (%)	8
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

NORMAL FRAME

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Defense	27
Evasion	26
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	4
Dark Resistance (%)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

COMMON ARMOR

CATEGORY	VALUE
Level Requirement	1
Rarity	1 ★
Defense	33
Evasion	21
Fire Resistance (%)	3
Ice Resistance (%)	3
Thunder Resistance (%)	3
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

WHITE ROBE

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Defense	29
Evasion	47
Fire Resistance (%)	10
Ice Resistance (%)	10
Thunder Resistance (%)	10
Light Resistance (%)	10
Dark Resistance (%)	10
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

HARD FRAME

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Defense	41
Evasion	39
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	6
Dark Resistance (%)	6
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

BATTLE ARMOR

CATEGORY	VALUE
Level Requirement	2
Rarity	2 ★
Defense	49
Evasion	31
Fire Resistance (%)	4
Ice Resistance (%)	4
Thunder Resistance (%)	4
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

SHIELD ROBE

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Defense	44
Evasion	70
Fire Resistance (%)	12
Ice Resistance (%)	12
Thunder Resistance (%)	12
Light Resistance (%)	12
Dark Resistance (%)	12
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

SHOCK FRAME

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Defense	61
Evasion	59
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	8
Dark Resistance (%)	8
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

SCALE ARMOR

CATEGORY	VALUE
Level Requirement	5
Rarity	3 ★
Defense	73
Evasion	47
Fire Resistance (%)	5
Ice Resistance (%)	5
Thunder Resistance (%)	5
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

PIZZA BOX

CATEGORY	VALUE
Level Requirement	14
Rarity	4 ★
Defense	47
Evasion	82
Fire Resistance (%)	0
Ice Resistance (%)	5
Thunder Resistance (%)	0
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

MIST ROBE

CATEGORY	VALUE
Level Requirement	10
Rarity	4 ★
Defense	61
Evasion	98
Fire Resistance (%)	16
Ice Resistance (%)	16
Thunder Resistance (%)	16
Light Resistance (%)	16
Dark Resistance (%)	16
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

CHEF APRON

CATEGORY	VALUE
Level Requirement	16
Rarity	4 ★
Defense	66
Evasion	82
Fire Resistance (%)	16
Ice Resistance (%)	16
Thunder Resistance (%)	16
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

GARDENING WEAR

CATEGORY	VALUE
Level Requirement	10
Rarity	4 ★
Defense	68
Evasion	80
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	20
Dark Resistance (%)	20
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

MASCOT SUIT

CATEGORY	VALUE
Level Requirement	10
Rarity	4 ★
Defense	70
Evasion	78
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	24
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

STAR CLOAK

CATEGORY	VALUE
Level Requirement	12
Rarity	4 ★
Defense	78
Evasion	98
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	24
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

OCTOPUS SUIT

CATEGORY	VALUE
Level Requirement	10
Rarity	4 ★
Defense	82
Evasion	94
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	24
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

MIYABI HAKAMA

CATEGORY	VALUE
Level Requirement	18
Rarity	4 ★
Defense	85
Evasion	86
Fire Resistance (%)	24
Ice Resistance (%)	0
Thunder Resistance (%)	24
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

GENERAL FRAME

CATEGORY	VALUE
Level Requirement	10
Rarity	4 ★
Defense	86
Evasion	82
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	10
Dark Resistance (%)	10
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

MOBIUS GUARDER

CATEGORY	VALUE
Level Requirement	14
Rarity	4 ★
Defense	98
Evasion	61
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	18
Light Resistance (%)	18
Dark Resistance (%)	0
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

BRIGANDINE ARMOR

CATEGORY	VALUE
Level Requirement	10
Rarity	4 ★
Defense	102
Evasion	66
Fire Resistance (%)	6
Ice Resistance (%)	6
Thunder Resistance (%)	6
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

REFLECT ROBE

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Defense	86
Evasion	138
Fire Resistance (%)	16
Ice Resistance (%)	16
Thunder Resistance (%)	16
Light Resistance (%)	16
Dark Resistance (%)	16
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

STAGE OUTFIT

CATEGORY	VALUE
Level Requirement	26
Rarity	5 ★
Defense	97
Evasion	109
Fire Resistance (%)	8
Ice Resistance (%)	8
Thunder Resistance (%)	8
Light Resistance (%)	8
Dark Resistance (%)	8
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

ELEANOR FRAME

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Defense	109
Evasion	138
Fire Resistance (%)	0
Ice Resistance (%)	12
Thunder Resistance (%)	0
Light Resistance (%)	12
Dark Resistance (%)	0
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

DRAGON WING

CATEGORY	VALUE
Level Requirement	24
Rarity	5 ★
Defense	115
Evasion	132
Fire Resistance (%)	24
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	N/A

VALIANT FRAME

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Defense	120
Evasion	115
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	12
Dark Resistance (%)	12
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

HUNTER SHELL

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Defense	126
Evasion	97
Fire Resistance (%)	4
Ice Resistance (%)	4
Thunder Resistance (%)	4
Light Resistance (%)	4
Dark Resistance (%)	4
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	N/A

DYMOS ARMOR

CATEGORY	VALUE
Level Requirement	28
Rarity	5 ★
Defense	138
Evasion	86
Fire Resistance (%)	18
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	12
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

CUIRASS ARMOR

CATEGORY	VALUE
Level Requirement	20
Rarity	5 ★
Defense	143
Evasion	92
Fire Resistance (%)	7
Ice Resistance (%)	7
Thunder Resistance (%)	7
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

AEGIR ROBE

CATEGORY	VALUE
Level Requirement	35
Rarity	6 ★
Defense	116
Evasion	186
Fire Resistance (%)	18
Ice Resistance (%)	18
Thunder Resistance (%)	18
Light Resistance (%)	18
Dark Resistance (%)	18
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

WORKOUT WEAR

CATEGORY	VALUE
Level Requirement	56
Rarity	6 ★
Defense	124
Evasion	155
Fire Resistance (%)	12
Ice Resistance (%)	12
Thunder Resistance (%)	0
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

SPIRIT GARB

CATEGORY	VALUE
Level Requirement	52
Rarity	6 ★
Defense	132
Evasion	147
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	0
Dark Resistance (%)	24
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

SHINOBI SUIT

CATEGORY	VALUE
Level Requirement	50
Rarity	6 ★
Defense	155
Evasion	178
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	0
Dark Resistance (%)	24
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

GUARDIAN FRAME

CATEGORY	VALUE
Level Requirement	35
Rarity	6 ★
Defense	163
Evasion	155
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	14
Dark Resistance (%)	14
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

MILIAS FRAME

CATEGORY	VALUE
Level Requirement	48
Rarity	6 ★
Defense	186
Evasion	116
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	12
Light Resistance (%)	12
Dark Resistance (%)	0
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

ARQUEBUS ARMOR

CATEGORY	VALUE
Level Requirement	35
Rarity	6 ★
Defense	193
Evasion	124
Fire Resistance (%)	8
Ice Resistance (%)	8
Thunder Resistance (%)	8
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

ANCIENT ROBE

CATEGORY	VALUE
Level Requirement	50
Rarity	7 ★
Defense	157
Evasion	251
Fire Resistance (%)	20
Ice Resistance (%)	20
Thunder Resistance (%)	20
Light Resistance (%)	20
Dark Resistance (%)	20
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	N/A
Human Force	Usable
Newman Force	Usable

NOBLE CLOAK

CATEGORY	VALUE
Level Requirement	66
Rarity	7 ★
Defense	178
Evasion	239
Fire Resistance (%)	6
Ice Resistance (%)	6
Thunder Resistance (%)	6
Light Resistance (%)	14
Dark Resistance (%)	14
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

RIKAFS SUIT

CATEGORY	VALUE
Level Requirement	76
Rarity	7 ★
Defense	209
Evasion	240
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	24
Dark Resistance (%)	0
Human Hunter	N/A
Newman Hunter	Usable
CAST Hunter	N/A
Human Ranger	N/A
CAST Ranger	N/A
Human Force	N/A
Newman Force	Usable

ASGARD FRAME

CATEGORY	VALUE
Level Requirement	50
Rarity	7 ★
Defense	219
Evasion	209
Fire Resistance (%)	0
Ice Resistance (%)	0
Thunder Resistance (%)	0
Light Resistance (%)	16
Dark Resistance (%)	16
Human Hunter	Usable
Newman Hunter	Usable
CAST Hunter	Usable
Human Ranger	Usable
CAST Ranger	Usable
Human Force	Usable
Newman Force	Usable

MOBIUS PLATE

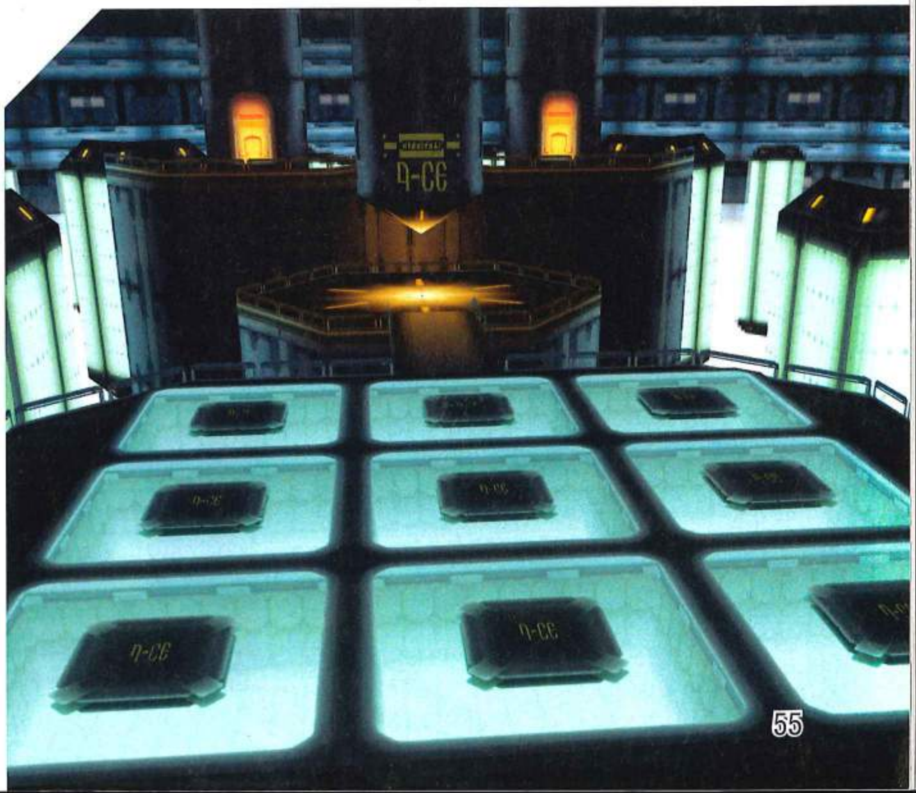
CATEGORY	VALUE
Level Requirement	64
Rarity	7 ★
Defense	251
Evasion	157
Fire Resistance (%)	18
Ice Resistance (%)	18
Thunder Resistance (%)	0
Light Resistance (%)	0
Dark Resistance (%)	18
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

KEPLER SUIT

CATEGORY	VALUE
Level Requirement	72
Rarity	7 ★
Defense	252
Evasion	178
Fire Resistance (%)	12
Ice Resistance (%)	12
Thunder Resistance (%)	12
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	N/A
Newman Hunter	N/A
CAST Hunter	N/A
Human Ranger	Usable
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A

CARABINIER ARMOR

CATEGORY	VALUE
Level Requirement	50
Rarity	7 ★
Defense	261
Evasion	167
Fire Resistance (%)	9
Ice Resistance (%)	9
Thunder Resistance (%)	9
Light Resistance (%)	0
Dark Resistance (%)	0
Human Hunter	Usable
Newman Hunter	N/A
CAST Hunter	Usable
Human Ranger	N/A
CAST Ranger	Usable
Human Force	N/A
Newman Force	N/A



THE ARTS OF WAR

Normal attacks and attack combinations are quite sufficient to kill most of the enemies in the game. But what about flash and style? Beyond that, you sometimes need a little more oomph to get through the day. That's where Photon Arts, Techniques, and Photon Blasts come in. All three of these offer ways to inflict more burst damage or survive more intense battles.

Photon Arts

Photon Arts are attached to various weapons. Some of the game's starting weapons won't have any, but soon enough you get access to better gear. Look through a weapon's statistics to see if a Photon Art is attached to it. Even better—try out your weapon to see how its Art works.

Use Photon Arts by holding down the attack buttons, which begins charging the Photon Art. After several seconds, a flash signals that the Art is ready to be unleashed. Get into position against your enemies and let go of the button; the Art triggers and does what it's intended to do.

To cancel a Photon Art without using it, Evade in any direction and release the button while rolling away. This is also a good way to start charging your Photon Art without needing to swing or fire a weapon. Evade, press the button during the roll, and hold it down to begin charging. The system is quite lenient that way. You can also hold the button down at the end of the combo!

It takes Photon Points to use Photon Arts. Human and Newman characters must split their Photon Points between Arts and Techniques. CAST characters have an advantage here; because they can't use Techniques, they are able to use Photon Arts quite heavily. For this reason, it's doubly important for a CAST to find a weapon with a Photon Art they like!

MELEE PHOTON ARTS

WEAPON TYPE	ART NAME	EFFECT
Bare Hands	Kick Rush	Successive kicks
Sabers	Cross Rave	X-shaped slash
	Force Ride	4 successive slashes
	Zeta Cutlass	Z-shaped slash
Swords	Dynamo Spin	Horizontal-spinning slash
	Sonic Raid	Vertical-spinning slash
	Over-end	Cleaves downward with massive sword
Daggers	Air Ride	Reckless slashing
	Reverse Kill	Throws blades like boomerangs
	Huge Cross	Cross slash while charging
Spears	Hopping Run	Downward strike after a hop
	Spear Rider	Multiple spear thrusts
	Speed Rain	A high-speed thrust from midair
Claws	Serpent Air	Upward strikes while spinning
	Bite Stamp	Beat with claws from above
	Slide End	Drags in the entire body
Shields	Linear Shave	Rolling surf on the shield
	Barrier Shift	Makes you temporarily invincible
	Bull Smash	A charge from above
Double Sabers	Cyclone Run	Wide spins
	Tornado Dance	Charge while spinning sword
	Million Rave	Fast slashes with sword

KICK RUSH TABLE

CATEGORY	MODIFIER
Power	180
Accuracy	180
PP Cost	10
Bonus Targets	1
Charge Time	40
Range (m)	2
Area (Degrees)	60
Number of Hits	5

CROSS RAVE

CATEGORY	MODIFIER
Power	160
Accuracy	120
PP Cost	13
Bonus Targets	2
Charge Time	30
Range (m)	3
Area (Degrees)	120
Number of Hits	3

FORCE RIDE

CATEGORY	MODIFIER
Power	125
Accuracy	100
PP Cost	15
Bonus Targets	1
Charge Time	40
Range (m)	2.5
Area (Degrees)	220
Number of Hits	5

ZETA CUTLASS

CATEGORY	MODIFIER
Power	130
Accuracy	140
PP Cost	19
Bonus Targets	3
Charge Time	30
Range (m)	4
Area (Degrees)	200
Number of Hits	4

DYNAMO SPIN

CATEGORY	MODIFIER
Power	80
Accuracy	80
PP Cost	21
Bonus Targets	0
Charge Time	80
Range (m)	4
Area (Degrees)	360
Number of Hits	4

SONIC RAID

CATEGORY	MODIFIER
Power	120
Accuracy	75
PP Cost	23
Bonus Targets	-2
Charge Time	70
Range (m)	3.5
Area (Degrees)	90
Number of Hits	4

OVER-END

CATEGORY	MODIFIER
Power	250
Accuracy	255
PP Cost	45
Bonus Targets	-1
Charge Time	110
Range (m)	8
Area (Degrees)	50
Number of Hits	3

AIR RIDE

CATEGORY	MODIFIER
Power	95
Accuracy	80
PP Cost	19
Bonus Targets	4
Charge Time	60
Range (m)	3
Area (Degrees)	240
Number of Hits	5

REVERSE KILL

CATEGORY	MODIFIER
Power	80
Accuracy	80
PP Cost	25
Bonus Targets	3
Charge Time	70
Range (m)	8.5
Area (Degrees)	120
Number of Hits	4

HUGE CROSS

CATEGORY	MODIFIER
Power	90
Accuracy	130
PP Cost	22
Bonus Targets	3
Charge Time	50
Range (m)	3.5
Area (Degrees)	180
Number of Hits	3

HOPPING RUN

CATEGORY	MODIFIER
Power	90
Accuracy	130
PP Cost	24
Bonus Targets	3
Charge Time	60
Range (m)	2.5
Area (Degrees)	360
Number of Hits	4

SPEAR RIDER

CATEGORY	MODIFIER
Power	145
Accuracy	160
PP Cost	20
Bonus Targets	2
Charge Time	50
Range (m)	3.5
Area (Degrees)	180
Number of Hits	3

SPEED RAIN

CATEGORY	MODIFIER
Power	80
Accuracy	70
PP Cost	32
Bonus Targets	2
Charge Time	80
Range (m)	4.5
Area (Degrees)	100
Number of Hits	6

SERPENT AIR

CATEGORY	MODIFIER
Power	115
Accuracy	80
PP Cost	18
Bonus Targets	2
Charge Time	80
Range (m)	3
Area (Degrees)	360
Number of Hits	5

BITE STAMP

CATEGORY	MODIFIER
Power	180
Accuracy	75
PP Cost	26
Bonus Targets	3
Charge Time	90
Range (m)	8
Area (Degrees)	60
Number of Hits	3

SLIDE END

CATEGORY	MODIFIER
Power	75
Accuracy	120
PP Cost	21
Bonus Targets	3
Charge Time	80
Range (m)	3
Area (Degrees)	360
Number of Hits	4

LINEAR SHAVE

CATEGORY	MODIFIER
Power	160
Accuracy	160
PP Cost	18
Bonus Targets	3
Charge Time	50
Range (m)	2.5
Area (Degrees)	360
Number of Hits	4

BARRIER SHIFT

CATEGORY	MODIFIER
Power	0
Accuracy	0
PP Cost	20
Bonus Targets	-
Charge Time	30
Range (m)	-
Area (Degrees)	-
Number of Hits	-

BULL SMASH

CATEGORY	MODIFIER
Power	210
Accuracy	200
PP Cost	18
Bonus Targets	4
Charge Time	40
Range (m)	4.5
Area (Degrees)	180
Number of Hits	2

CYCLONE RUN

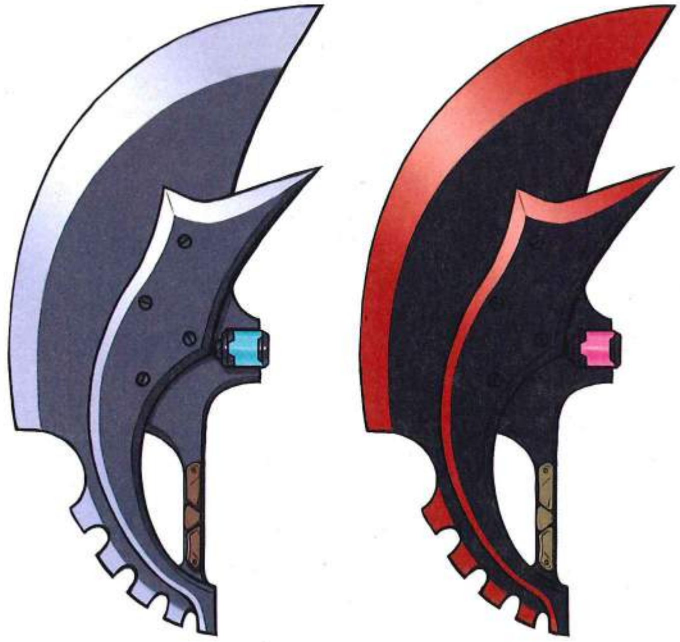
CATEGORY	MODIFIER
Power	100
Accuracy	80
PP Cost	20
Bonus Targets	4
Charge Time	80
Range (m)	3.5
Area (Degrees)	360
Number of Hits	5

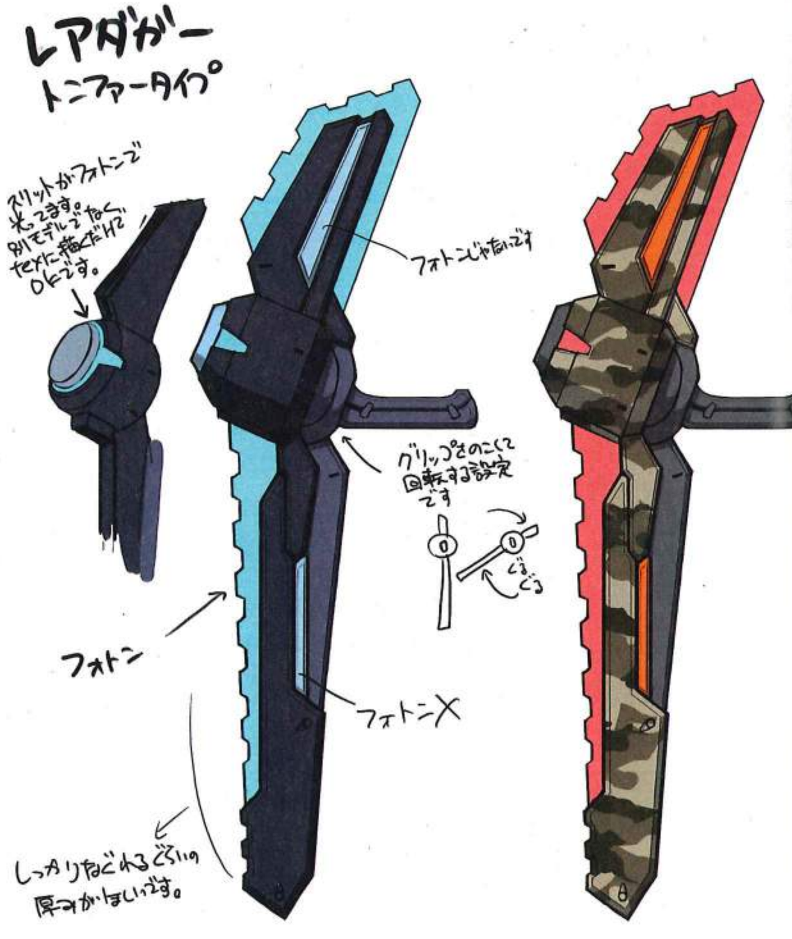
TORNADO DANCE

CATEGORY	MODIFIER
Power	130
Accuracy	120
PP Cost	30
Bonus Targets	3
Charge Time	70
Range (m)	3
Area (Degrees)	180
Number of Hits	4

MILLION RAVE

CATEGORY	MODIFIER
Power	135
Accuracy	100
PP Cost	25
Bonus Targets	2
Charge Time	80
Range (m)	4.5
Area (Degrees)	120
Number of Hits	4




レアダガー
トンファータイプ
スリットがフォトンで光ってます。別モデルでなく、テクスに描くだけでOKです。
フォトンじゃないです
グリップをのこして回転する設定です
ぐるぐる
フォトン
フォトン×
しっかりなぐれるぐらいの厚みがほしいです。

RANGED PHOTON ARTS

WEAPON TYPE	ART NAME	EFFECT
Handguns	Quick Draw	Shots in quick succession
	Flame Hit	Shoots flame (20% chance for Level 4 Burn)
	Thriller Combo	Three successive hits (25% chance to Paralyze)
Rifles	Wipeout	Hit with barrage, then throw hand grenade (20% chance for Level 4 Burn)
	Hollow Snipe	Sniper shot
	Sneak Mine	Set land mines near character
Gunblades	Bullet Dance	Spinning break barrage
	Impact Zero	Strike/shoot combo
	Earth Bullet	Flaming pillar from the ground
Mech Guns	Cool Style	Attack in all directions
	Spinning Death	Shooting straight forward, then fire in all directions
	Acro-Step	Backstep trick shot
Bazookas	Crush Bomb	A jumping bomb attack
	Wild Blow	A violent assault
	Crazy On	A back strike powered by cannon
Laser Cannons	Sector Line	Mow the enemy down with beams
	Bio-Panic	Fire poison gas (50% chance to cause Level 3 Poison)
	Divine Ray	Release a massive beam

QUICK DRAW

CATEGORY	MODIFIER
Power	80
Accuracy	75
PP Cost	24
Bonus Targets	0
Charge Time	90
Range (m)	8
Area (Degrees)	30
Number of Hits	7

FLAME HIT

CATEGORY	MODIFIER
Power	145
Accuracy	100
PP Cost	19
Bonus Targets	3
Charge Time	60
Range (m)	6
Area (Degrees)	120
Number of Hits	3

THRILLER COMBO

CATEGORY	MODIFIER
Power	150
Accuracy	120
PP Cost	15
Bonus Targets	0
Charge Time	50
Range (m)	8
Area (Degrees)	120
Number of Hits	4

WIPEOUT

CATEGORY	MODIFIER
Power	75
Accuracy	80
PP Cost	21
Bonus Targets	0
Charge Time	110
Range (m)	12.5
Area (Degrees)	40
Number of Hits	11

HOLLOW SNIPE

CATEGORY	MODIFIER
Power	80
Accuracy	255
PP Cost	26
Bonus Targets	0
Charge Time	100
Range (m)	20
Area (Degrees)	60
Number of Hits	7

SNEAK MINE

CATEGORY	MODIFIER
Power	160
Accuracy	200
PP Cost	19
Bonus Targets	4
Charge Time	60
Range (m)	8
Area (Degrees)	360
Number of Hits	4

BULLET DANCE

CATEGORY	MODIFIER
Power	125
Accuracy	70
PP Cost	16
Bonus Targets	0
Charge Time	60
Range (m)	10
Area (Degrees)	360
Number of Hits	15

IMPACT ZERO

CATEGORY	MODIFIER
Power	180
Accuracy	135
PP Cost	17
Bonus Targets	3
Charge Time	40
Range (m)	3
Area (Degrees)	360
Number of Hits	2

EARTH BULLET

CATEGORY	MODIFIER
Power	170
Accuracy	150
PP Cost	20
Bonus Targets	4
Charge Time	50
Range (m)	5
Area (Degrees)	90
Number of Hits	3

COOL STYLE

CATEGORY	MODIFIER
Power	80
Accuracy	80
PP Cost	23
Bonus Targets	0
Charge Time	100
Range (m)	6
Area (Degrees)	90
Number of Hits	30

SPINNING DEATH

CATEGORY	MODIFIER
Power	85
Accuracy	150
PP Cost	20
Bonus Targets	0
Charge Time	80
Range (m)	8
Area (Degrees)	120
Number of Hits	12

ACRO-STEP

CATEGORY	MODIFIER
Power	85
Accuracy	100
PP Cost	24
Bonus Targets	0
Charge Time	100
Range (m)	6
Area (Degrees)	90
Number of Hits	15

CRUSH BOMB

CATEGORY	MODIFIER
Power	210
Accuracy	100
PP Cost	24
Bonus Targets	5
Charge Time	70
Range (m)	3
Area (Degrees)	360
Number of Hits	1

WILD BLOW

CATEGORY	MODIFIER
Power	120
Accuracy	90
PP Cost	28
Bonus Targets	2
Charge Time	50
Range (m)	3.5
Area (Degrees)	120
Number of Hits	4

CRAZY ON

CATEGORY	MODIFIER
Power	130
Accuracy	200
PP Cost	19
Bonus Targets	2
Charge Time	40
Range (m)	4.5
Area (Degrees)	120
Number of Hits	2

SECTOR LINE

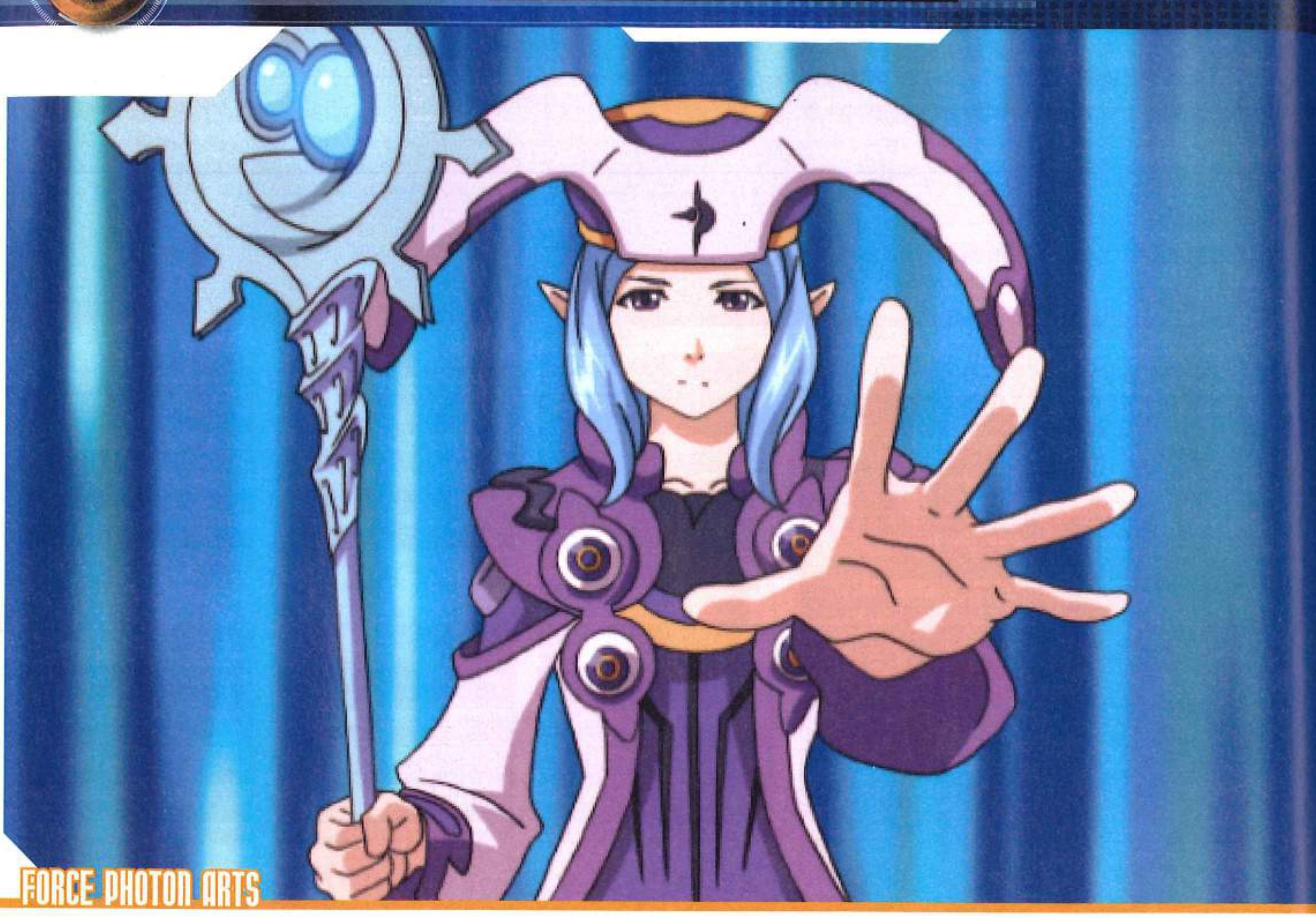
CATEGORY	MODIFIER
Power	150
Accuracy	80
PP Cost	22
Bonus Targets	3
Charge Time	80
Range (m)	16
Area (Degrees)	240
Number of Hits	1

BIO-PANIC

CATEGORY	MODIFIER
Power	100
Accuracy	180
PP Cost	16
Bonus Targets	3
Charge Time	70
Range (m)	12
Area (Degrees)	180
Number of Hits	3

DIVINE RAY

CATEGORY	MODIFIER
Power	250
Accuracy	200
PP Cost	24
Bonus Targets	3
Charge Time	70
Range (m)	10
Area (Degrees)	120
Number of Hits	1



FORCE PHOTON ARTS

WEAPON TYPE	ART NAME	EFFECT
Rods	Beat Quake	Strike the ground to release a shockwave
	Rolling Bar	Frenzy of strikes
	Rodeo Drive	Pole vaulting attack from the sky
Wands	Funny Dive	A backwards drop from above
	Magical Sign	Mid-air step up (always causes Slow)
	Act Trick	Random technique triggers
Slicers	Edge Riser	An upward slash shockwave
	Bright Sign	Throw flying blades repeatedly (15% chance for a Level 3 Paralyze)
	Seiguppai	Dropping bombs from the sky (50% chance for a Level 3 Confuse)

BEAT QUAKE

CATEGORY	MODIFIER
Power	140
Accuracy	150
PP Cost	19
Bonus Targets	4
Charge Time	40
Range (m)	4
Area (Degrees)	360
Number of Hits	1

ROLLING BAR

CATEGORY	MODIFIER
Power	90
Accuracy	100
PP Cost	21
Bonus Targets	1
Charge Time	60
Range (m)	3.5
Area (Degrees)	120
Number of Hits	5

RODEO DRIVE

CATEGORY	MODIFIER
Power	120
Accuracy	130
PP Cost	19
Bonus Targets	2
Charge Time	50
Range (m)	3.5
Area (Degrees)	360
Number of Hits	3

FUNNY DIVE

CATEGORY	MODIFIER
Power	125
Accuracy	200
PP Cost	11
Bonus Targets	4
Charge Time	40
Range (m)	4
Area (Degrees)	360
Number of Hits	1

MAGICAL SIGN

CATEGORY	MODIFIER
Power	140
Accuracy	160
PP Cost	13
Bonus Targets	3
Charge Time	30
Range (m)	3.5
Area (Degrees)	360
Number of Hits	2

ACT TRICK

CATEGORY	MODIFIER
Power	-
Accuracy	-
PP Cost	2
Bonus Targets	0
Charge Time	30
Range (m)	0
Area (Degrees)	120
Number of Hits	1

EDGE RISER

CATEGORY	MODIFIER
Power	150
Accuracy	200
PP Cost	15
Bonus Targets	3
Charge Time	50
Range (m)	5
Area (Degrees)	360
Number of Hits	1

BRIGHT SIGN

CATEGORY	MODIFIER
Power	110
Accuracy	120
PP Cost	14
Bonus Targets	2
Charge Time	80
Range (m)	6.5
Area (Degrees)	90
Number of Hits	3

SEIGUPPAI

CATEGORY	MODIFIER
Power	100
Accuracy	210
PP Cost	15
Bonus Targets	5
Charge Time	60
Range (m)	6
Area (Degrees)	360
Number of Hits	1

Techniques

Human and Newman characters utilize Photon Points to unleash Techniques, spell-like powers that have an immediate and impressive effect on the world. Some are used to deal damage to enemies; others manipulate stats for the party or their enemies.

Techniques range in power from Level 1 to Level 15. Hunters and Rangers can learn Techniques up to Level 10, but only Force Users master these powers up to the final level. To learn higher tiers of a given Technique, you need to reach a minimum character level AND find a Technique Disk. Once those requirements are met, use the Disk with your character to learn the new level of that Technique.

All Techniques have a quick cast and a charged cast. The immediate effect of a Technique usually affects only a single character or enemy. Charged versions cost more but affect entire groups.

Foie

Quick Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Minimum Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
Magic Modifier (%)	135	136	137	139	140	147	150	152	155	157	170	174	177	181	185
PP Cost	5	6	6	7	7	9	10	11	11	12	16	17	18	19	20
Range (m)	5	5	6	6	6	7	7	8	8	9	10	10	11	11	12
Burn Chance (%)	15	15	17	17	20	20	20	20	20	20	25	25	28	28	30

Charged Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
Magic Modifier (%)	130	131	132	133	134	140	142	144	146	148	158	161	164	167	170
PP Cost	12	13	14	15	16	19	21	22	23	25	31	32	34	36	38
Range (m)	8	8	8	8	8	9	9	9	9	9	10	10	10	10	10
Burn Chance (%)	10	10	12	12	12	12	12	12	15	15	15	15	17	17	20
Charge Time	50	50	50	50	50	50	50	50	50	50	40	40	40	40	40
Blast Radius (m)	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4

DESCRIPTION

Shoots a Fire elemental attack straight forward. Enemies hit have a chance of Burning, taking additional damage over time. When charged, this Technique explodes when it hits the target. Nearby enemies sustain damage as well as the initial target. All have a chance to begin Burning.

Barta

Quick Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
Magic Modifier (%)	110	110	111	112	113	117	119	120	122	123	132	134	136	138	140
PP Cost	10	11	11	12	13	15	16	17	18	19	23	24	25	26	28
Range (m)	10	10	10	10	10	12	12	12	12	12	15	15	15	15	15
Freeze Chance (%)	25	25	28	28	28	28	28	28	30	30	30	32	34	37	40

Charged Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
Magic Modifier (%)	40	40	41	41	41	42	42	43	43	44	45	46	47	48	50
PP Cost	18	19	20	21	22	26	27	29	30	32	38	40	42	44	46
Range (m)	6	6	6	6	6	6	6	6	6	6	8	8	8	8	8
Freeze Chance (%)	10	12	14	16	18	20	22	25	27	30	40	40	40	40	40
Charge Time	80	80	80	80	80	80	80	80	80	80	70	70	70	70	70
Shards	6	6	6	6	6	7	7	7	7	7	10	10	10	10	10

DESCRIPTION

Shoots a piercing Ice elemental attack straight forward. Has a chance of Freezing the target. Frozen targets are temporarily unable to move or attack. This breaks when the target is attacked by an enemy. When charged, this Technique fires multiple shards and can damage multiple targets. All affected enemies have a chance to Freeze.

Zonde

Quick Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
Magic Modifier (%)	120	121	122	124	125	132	135	137	140	142	156	160	163	166	170
PP Cost	8	9	9	10	10	13	13	14	15	16	20	21	22	23	25
Range (m)	6	6	6	6	7	7	7	8	8	8	9	9	9	10	10
Paralyze Chance (%)	30	31	33	34	35	30	31	33	34	35	35	37	38	39	40

Charged Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
Magic Modifier (%)	100	101	102	103	105	111	113	115	118	120	133	136	139	142	145
PP Cost	18	19	20	20	21	24	25	26	27	29	34	35	37	38	40
Range (m)	7	7	7	7	7	8	8	8	8	8	9	9	9	9	9
Paralyze Chance (%)	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25
Charge Time	70	70	70	70	70	60	60	60	60	60	50	50	50	50	50

DESCRIPTION

Shoots an Electric element attack straight forward. Has a chance of Paralyzing the target, stunning them for several seconds. These enemies won't be able to move or attack; regardless of what's happening around them. When charged, this Technique hits all nearby enemies and has a chance to Paralyze them.

Grants

Quick Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	10	10	10	15	20	25	30	35	40	45	50	55	60	65	70
Magic Modifier (%)	140	142	144	147	150	152	155	158	160	163	166	170	173	177	180
PP Cost	15	16	17	18	19	23	25	26	28	29	36	38	40	42	44
Range (m)	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Confuse Chance (%)	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Blast Radius (m)	2.5	2.5	2.5	2.5	2.5	3	3	3	3	3	3.5	3.5	3.5	3.5	3.5

Charged Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	10	10	10	15	20	25	30	35	40	45	50	55	60	65	70
Magic Modifier (%)	100	101	102	104	105	112	115	117	120	122	136	140	143	146	150
PP Cost	15	16	17	18	19	23	25	26	28	29	36	38	40	42	44
Range (m)	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5
Confuse Chance (%)	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40
Charge Time	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30

DESCRIPTION

Launches a pulse of Light toward your enemies. This attack has a chance to Confuse targets. Enemies that are Confused are unable to move or attack in a concerted fashion; they are erratic and ineffective. When charged, this Technique has a much higher chance to Confuse its victims, and they'll be Confused for a longer duration. In addition, the charge time is extremely fast and the Photon Point cost is equivalent to the quick cast version of the Technique. Use the quick cast for damage; use the charged version for disruption of enemies!

Megid

Quick Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	10	10	10	15	20	25	30	35	40	45	50	55	60	65	70
Magic Modifier (%)	135	135	136	137	137	141	142	143	145	146	153	155	156	158	160
PP Cost	14	15	15	16	17	19	20	21	22	23	27	28	29	30	32
Range (m)	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7
Poison Chance (%)	20	22	24	28	30	20	24	24	27	30	30	30	30	30	30
Blast Radius (m)	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4

Charged Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	10	10	10	15	20	25	30	35	40	45	50	55	60	65	70
Magic Modifier (%)	40	40	41	41	41	42	42	43	43	44	45	46	47	48	50
PP Cost	20	21	22	23	24	28	29	31	32	34	40	42	44	46	48
Range (m)	8	8	8	8	8	7	7	7	7	7	6	6	6	6	6
Poison Chance (%)	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Charge Time	90	90	90	90	90	90	90	90	90	90	80	80	80	80	80
Damage Pulses	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6

DESCRIPTION

Unleashes a Dark elemental attack against your enemy. Successful attacks have a chance to Poison targets, dealing damage over time to them. Poison is often ineffective against Machine-based enemies. When charged, this Technique does less damage up front but hits multiple times. It also draws enemies toward your character.

Resta

Quick Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
Health Healed (%)	45	46	47	48	49	50	51	52	53	54	56	57	58	59	60
PP Cost	15	16	16	17	17	19	20	21	21	22	26	27	28	29	30

Charged Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
Health Healed (%)	45	46	47	48	49	50	51	52	53	54	56	57	58	59	60
PP Cost	15	16	16	17	17	19	20	21	21	22	26	27	28	29	30
Area of Effect (m)	4	4	5	5	5	6	6	7	7	8	10	10	12	12	14
Charge Time	50	50	50	50	50	50	50	50	50	50	40	40	40	40	40

DESCRIPTION

This Technique restores health to the caster. Charge Resta to heal nearby party members as well. The importance of this Technique in team play cannot be overstated.

Anti

Quick Cast

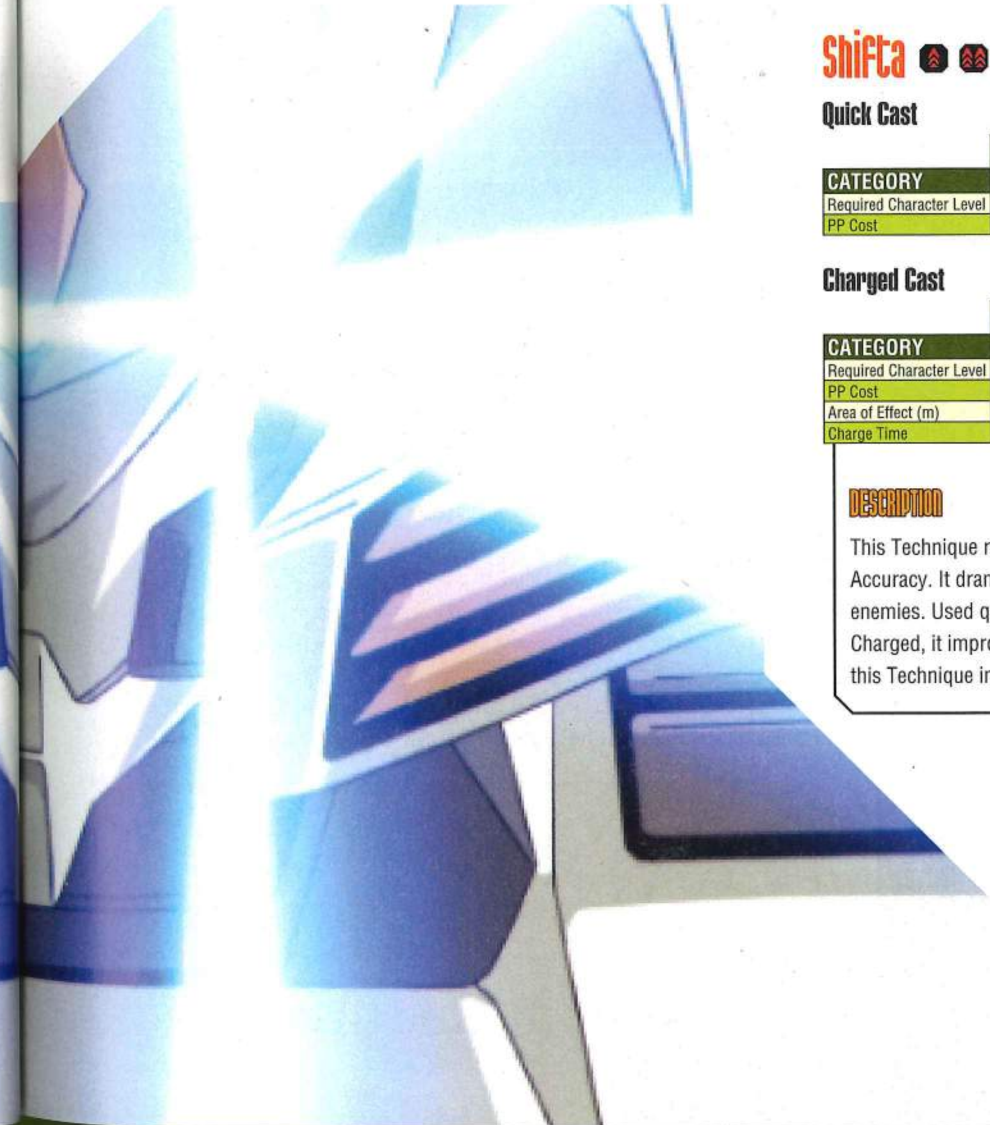
	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
PP Cost	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10

Charged Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
PP Cost	15	15	16	16	17	17	18	18	19	19	20	21	22	23	24
Area of Effect (m)	8	8	9	9	10	10	11	11	12	12	14	16	18	20	24
Charge Time	50	50	50	50	50	50	50	50	50	50	40	40	40	40	40

DESCRIPTION

Anti removes negative status effects. Charged, this Technique not only restores normal status to your allies, but also brings fallen characters back to consciousness.



Shifta

Quick Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
PP Cost	12	12	12	15	15	15	18	18	18	21	21	21	24	24	24

Charged Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
PP Cost	14	14	16	16	18	18	20	20	23	23	25	26	26	28	30
Area of Effect (m)	4	4	5	5	6	6	7	7	8	8	12	14	14	16	20
Charge Time	70	70	70	70	70	70	70	70	70	70	50	50	50	50	50

DESCRIPTION

This Technique raises affected targets' Attack Power, Magic, and Attack Accuracy. It dramatically improves your character's speed in dispatching enemies. Used quickly, the Technique only affects your character. Charged, it improves the stats of nearby allies as well. The duration of this Technique improves with every five new levels attained.

Deband

Stats for Quick Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
PP Cost	12	12	12	15	15	15	18	18	18	21	21	21	24	24	24

Stats for Charged Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
PP Cost	14	14	16	16	18	18	20	20	23	23	25	26	26	28	30
Area of Effect (m)	4	4	5	5	6	6	7	7	8	8	12	14	14	16	20
Charge Time	70	70	70	70	70	70	70	70	70	70	50	50	50	50	50

DESCRIPTION

Deband raises affected targets' Defense, Resistance, and Evasion. This Technique makes it much easier to survive dangerous encounters. Used quickly, the Technique only affects your character. Charged, it improves the stats of nearby allies as well. The duration of this Technique improves with every five new levels attained.

Jellen

Stats for Quick Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
PP Cost	8	8	8	8	11	11	13	13	15	17	19	19	21	21	23
Range (m)	12	13	13	13	14	14	15	15	16	17	20	20	22	22	24

Stats for Charged Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
PP Cost	6	8	8	8	11	11	13	13	15	17	19	19	21	21	23
Range (m)	8	9	9	9	10	10	11	11	12	13	15	15	16	16	18
Charge Time	50	50	50	50	50	50	50	50	50	50	30	30	30	30	30

DESCRIPTION

Jellen is a Technique that you use to lower enemy Attack Power, Magic, and Accuracy. Use this in combination with Deband to prevent enemies from killing your group! Used quickly, the Technique only affects a targeted enemy. Charged, it lowers the stats for a cluster of enemies. The duration of this Technique improves with every five new levels attained.

Zalure

Stats for Quick Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
PP Cost	6	8	8	8	11	11	13	13	15	17	19	19	21	21	23
Range (m)	12	13	13	13	14	14	15	15	16	17	20	20	22	22	24

Stats for Charged Cast

	LEVEL														
CATEGORY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Required Character Level	1	1	2	5	10	15	20	25	30	35	40	45	50	55	60
PP Cost	6	8	8	8	11	11	13	13	15	17	19	19	21	21	23
Range (m)	8	9	9	9	10	10	11	11	12	13	15	15	16	16	18
Charge Time	50	50	50	50	50	50	50	50	50	50	30	30	30	30	30

DESCRIPTION

Zalure lowers enemies' Defense, Resistance, and Evasion. This Technique works wonderfully in concert with Shifta to bring enemies down quickly and efficiently. Used quickly, the Technique only affects a targeted enemy. Charged, it lowers the stats for a cluster of enemies. The duration of this Technique improves with every five new levels attained.

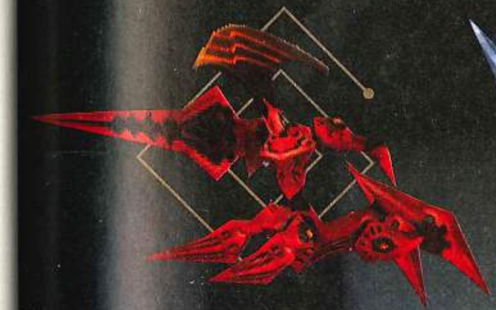
Photon Blasts

Photon Blasts are the heavy artillery of a Phantasy Star battle. Early in your career, you have a starter MAG. The little guy doesn't look like much, and all he does is add a few points to your stats and soak up free items. However, MAGs soon evolve into a higher grade. Evolved MAGs give you the power of Photon Blasts.

Look on your lower screen during a quest. There is a section of the display that houses a small figure with several bands around it. These bands light up as you fight, do damage, and take damage. Eventually the entire figure starts to glow. That's your signal that a Photon Blast is ready to go. From here, you can also see which of your teammates are ready for a Photon Blast.

To start a Photon Blast, press and hold down both bumpers. Your character is suddenly surrounded with light and energy. Aim your character toward the deadliest enemy in the room and time this attack carefully before letting go of the buttons. It takes a few seconds for the Photon Blast to complete once you release the buttons, and fast enemies are good at getting out of the way.

When you hit with a damaging Blast, the effects are extreme. Photon Blasts take sizable chunks of boss' Hit Points, and almost all non-bosses are killed or brought low on health with a single strike. Groups of players should time Photon Blasts in such a way that bosses are hit by a few of these in tandem.

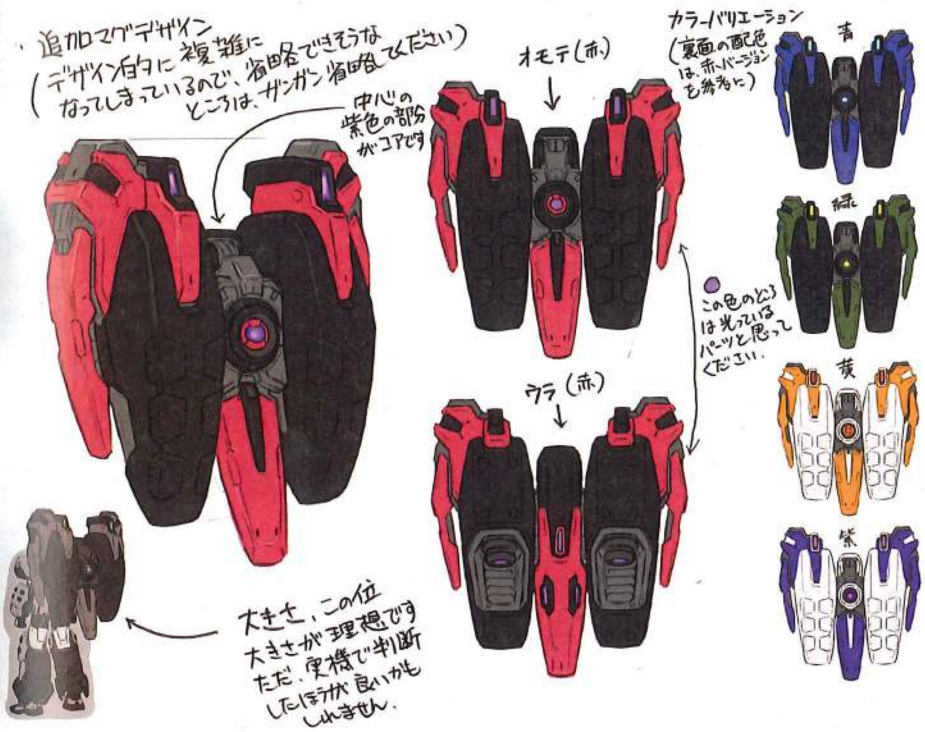


Effects of Photon Blasts

- A powerful charge with high direct damage to anything struck (best at ending Photon Blast chains)
- Circle of lightning that extends out from the user's location
- Free Photon Points for everyone involved in the Photon Blast for a short time
- A super-strength Shifta/Deband/Jellen/Zalure (ideal for starting a Photon Blast combo)

YOU AND YOUR MAG

MAGs are a crucial part of an adventurer's inventory. These partially sentient machines do several things to make your life easier out in the field. First off, MAGs improve the combat statistics of their user. As MAGs gain levels, they add more and more to Attack Power, Attack Accuracy, Defense, or Magic. You determine which stats are raised based on how you feed your MAGs. All of this is explained in this section so that you can help your MAGs grow and become the best they can be.


・追加マグデザイン
（デザイン的に複雑に
なってしまっているので、省略できそうな
ところは、ガンガン省略してください）
中心の
紫色の部分
がコアです
オモテ（赤）
ウラ（赤）
カラーバリエーション
（裏面の配色
は、赤バージョン
を参考に）
青
緑
黄
紫
この色のところ
は光っている
パーツと思って
ください。
大きさ、この位
大きさが理想です
ただ、実機で判断
したほうが良いかも
しれません。

DEVELOPER TIPS: MAG MAINTENANCE

Maintain Mags constantly. Mags eat five items at a time and become hungry again after 3 minutes.

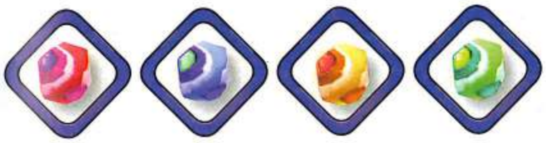
Mags evolve, according to what you feed it, at Levels 10, 30 and 60.

- *Gunswords/Swords/Spears increase a Mag's Attack Power attribute (ATP)*
- *Guns increase a Mag's Accuracy attribute (ATA)*
- *Wands/Rods increase a Mag's Tech attribute (MST)*
- *Armor increases a Mag's Defense attribute (DEF)*
- *According to the Mag's level, some items decrease a level of a Mag's attribute*

MAG Statistics and Traits

Before going farther, it's wise to explain MAG statistics. Look in the menu and select the MAG submenu. From there you get to choose from all available MAGs in your inventory. Equip or remove the creatures if you want, or choose to feed them from that area (more on this later).

Refer to the lower screen for a few pages of information about each MAG you highlight. This is where you can see how advanced your buddies are getting.



Tier 1 MAGs

MAG Statistics

MAG STATISTIC	HOW TO IMPROVE	EFFECT ON YOUR CHARACTER
Level	Feed any items to your MAG	None (this is just an indicator of a MAG's power)
Synch	Feed anything to your MAG and avoid being knocked unconscious	Raises the chance for your MAG to use support abilities
Power	Feed your MAG melee weapons	Raises Attack Power
Guard	Feed your MAG armor	Raises Defense
Hit	Feed your MAG ranged weapons	Raises Attack Accuracy
Mind	Feed your MAG force weapons	Raises Magic
Photon Blast	Gain MAG Levels	Allows special attacks that are extremely deadly
Nature	Feed the MAG five items in a row of a different personality type	Controls what type of support ability the MAG uses to aid your character

MAG Levels go all the way up to 100, just like character levels. Every time your MAG's stats improve, it gains a level. Thus, you can add 100 points to your character by grabbing a fully leveled MAG. That's a huge difference early in the game, and even later on it's nothing to laugh at!

Finding MAGs

All new characters start with a fresh MAG. These little fellows don't give you much, but they didn't cost you anything either. MAGs count as a form of equipment, so you're free to equip and unequip them at will.

Let's say you lose your MAG (or trade him away). Is there another way to find new MAGs? Certainly. The cheapest way is to create a new character and put the MAG from that person in the Joint Trunk, a feature of the Hunter's Guild. That lets you give another character a free MAG. Then, you can delete the new character and make yet another for additional free MAGs, as needed.

If that sounds a bit unfair to you, there is another way. After several quests in Story Mode, your group learns about the sewers, a part of town that contains extra stores. Visit the Photon Collector with five Photon Drops. Purchase a new MAG from there at any time (it's still a starting MAG with no bonus stats).

We mentioned that you can trade MAGs. That's useful for buddies, but it's also a good feature for solo players. When one of your characters is getting the majority of playtime, have that person carry a primary MAG along with a secondary MAG. Raise the secondary MAG with a different type of food. That way, you use items that would otherwise go to waste. Then, when the MAG gets strong enough, put the MAG in the Joint Trunk and let a newly created character use a powerful MAG to help with his or her early leveling.

Tier 2 MAGs

Feeding Time

The only way for a MAG to grow is through feeding. These things don't care about combat or quests. They want to eat! And eat they shall, as long as you find the items they want.

There are several issues involved with feeding MAGs. First off, you can only feed them several items at a time. If your MAG hits its limit, it won't be able to eat any more for a few minutes. Simply go on with your adventuring and earn more money and Experience while you wait.

Not all items are equal when it comes to digestion. Different equipment and items provide bonuses to different statistics. If you feed your MAG anything that you have in your bag, it's likely that you'll end up with a weaker mix of stats. Sure, you'll hit level 100 much sooner, but your HUcast might have +30 to Magic. Useful? Hardly.

It's much better to play your path to 100 and figure out what stats you want. Full Attack Power? A mix of Attack Power and Accuracy? Some Defense? Choose what you want and feed accordingly. The tables below reveal the bonuses granted by various items. Notice that a number of items both raise and lower certain traits. That's a good thing; it allows you to remove unwanted amounts of peripheral stats.

Tier 3 MAGs

THERE'S NO GOING BACK

You can't delevel your MAG. That's why it's so important to avoid getting even a single level in a stat you don't want. For instance, a CAST halfway to a point of Mind would be in danger of gaining a bonus to Magic. That bonus comes at a cost in future Power, Defense, or Accuracy.

To avoid this fate, the CAST's player feeds ranged weapons to the MAG to lower its Mind.

Melee Weapon Feeding Table

OBJECT RARITY	POWER	GUARD	HIT	MIND	SPECIAL
One Star	3	-1	-	-	Bonuses and penalties are reduced by one point (each) for every new tier your MAG reaches
Two Stars	4	-2	-	-	
Three Stars	5	-3	-	-	
Four Stars	6	-4	-	-	
Five Stars	7	-5	-	-	
Six Stars	8	-6	-	-	
Seven Stars	9	-7	-	-	

Ranged Weapon Feeding Table

OBJECT RARITY	POWER	GUARD	HIT	MIND	SPECIAL
One Star	-	-	3	-1	Bonuses and penalties are reduced by one point (each) for every new tier your MAG reaches
Two Stars	-	-	4	-2	
Three Stars	-	-	5	-3	
Four Stars	-	-	6	-4	
Five Stars	-	-	7	-5	
Six Stars	-	-	8	-6	
Seven Stars	-	-	9	-7	

Force Weapon Feeding Tables

OBJECT RARITY	POWER	GUARD	HIT	MIND	SPECIAL
One Star	-1	-	-	3	Bonuses and penalties are reduced by one point (each) for every new tier your MAG reaches
Two Stars	-2	-	-	4	
Three Stars	-3	-	-	5	
Four Stars	-4	-	-	6	
Five Stars	-5	-	-	7	
Six Stars	-6	-	-	8	
Seven Stars	-7	-	-	9	

Grinder Feeding Tables

OBJECT RARITY	POWER	GUARD	HIT	MIND	SPECIAL
One Star	3	3	3	3	Bonuses are slowly reduced for higher tier MAGs
Three Stars	5	5	5	5	
Five Stars	5	5	5	5	

Armor and Unit Feeding Tables

OBJECT RARITY	POWER	GUARD	HIT	MIND	SPECIAL
One Star	-	3	-1	-	Bonuses and penalties are reduced by one point (each) for every new tier your MAG reaches
Two Stars	-	4	-2	-	
Three Stars	-	5	-3	-	
Four Stars	-	6	-4	-	
Five Stars	-	7	-5	-	
Six Stars	-	8	-6	-	
Seven Stars	-	9	-7	-	

Mates and Enemy Item Drop Feeding Tables

OBJECT RARITY	POWER	GUARD	HIT	MIND	SPECIAL
One Star	1	1	-	-	Power bonuses drop by one point per tier of MAG, Guard bonuses drop at 2/3 that rate
Two Stars	2	1	-	-	
Three Stars	3	2	-	-	
Four Stars	4	2	-	-	
Five Stars	5	3	-	-	
Six Stars	6	3	-	-	
Seven Stars	7	4	-	-	

Atomizer and Element Feeding Tables

OBJECT RARITY	POWER	GUARD	HIT	MIND	SPECIAL
One Star	-	-	1	1	Hit bonuses drop by one point per tier of MAG, Mind bonuses drop at 2/3 that rate
Two Stars	-	-	2	1	
Three Stars	-	-	3	2	
Four Stars	-	-	4	2	
Five Stars	-	-	5	3	
Six Stars	-	-	6	3	
Seven Stars	-	-	7	4	

Fluid and Technique Disk Feeding Tables

OBJECT RARITY	POWER	GUARD	HIT	MIND	SPECIAL
One Star	1	-	-	1	Mind bonuses drop by one point per tier of MAG, Power bonuses drop at 2/3 that rate
Two Stars	1	-	-	2	
Three Stars	2	-	-	3	
Four Stars	2	-	-	4	
Five Stars	3	-	-	5	
Six Stars	3	-	-	6	
Seven Stars	4	-	-	7	

Trap and Function Item Feeding Tables

OBJECT RARITY	POWER	GUARD	HIT	MIND	SPECIAL
One Star	-	1	1	-	Guard bonuses drop by one point per tier of MAG, Hit bonuses drop at 2/3 that rate
Two Stars	-	2	1	-	
Three Stars	-	3	2	-	
Four Stars	-	4	2	-	
Five Stars	-	5	3	-	
Six Stars	-	6	3	-	
Seven Stars	-	7	4	-	

All MAGs develop a favorite food based on their personality. Feeding your MAG a favored food increases the effect of the item by one rarity level. If your MAG's personality changes, so too will their interests in food.

Evolution

There are several levels that stand out when you're leveling your MAG. Level 10 is the biggest, as that is the first time your MAG evolves into a higher tier. Your MAG learns a Photon Blast when that happens, and your entire career changes because of it. Photon Blasts are critical for boss fights, so you want to get your MAG to level 10 as soon as possible. Don't pass go, don't collect 200 Photon Drops until you've gotten this done.

Tier 4 MAGs

Tier One

Your MAG starts at Tier 1 and climbs quickly through the ranks. You don't have to do anything special here. Choose your favorite stat and start feeding the right type of items to raise it. Look at the small table below to see if your favorite stat gives you the Photon Blast you want.

FAVORED STAT	PHOTON BLAST
Power	Strong forward charge, high damage
Guard	Buff allies, Debuff enemies
Hit	Circle of lightning hits all nearby enemies
Mind	Temporary boost to Photon Points

Tier Two

Highest Stat Determines Form

Now that you have your Photon Blast, it's time to think more about the long haul. Your next evolution isn't until level 30, and that's a fair amount of time. If you only raise one stat, you get a special form at level 30. Otherwise, your highest stat determines your form and you receive a more common MAG. Neither is better than the others; it's just a matter of choice.

Tier Three

If All Secondary Stats = 0, You Receive One Form

Otherwise, Your Highest Stat Gives You a MAG of an Appropriate Type

The journey from 30 to 60 doesn't take as long as you'd think. By this phase, most players know what they're doing and have figured out a feeding routine that keeps things moving.

Look carefully at your stats, especially if you're raising a bit of everything. The next evolution can go several ways.

Tier Four

Primary Stat > Secondary Stat > Third and Fourth Stats

At level 60 you reach the "final" tier. After this upgrade you have 40 more levels to score free points and improve your MAG. However, this might not be your final form after all. Every five levels the system checks to see if your numbers have changed enough to warrant a new form. If you are close to having a different MAG, there is still time to shift!

Also, there are special items that change the look of your MAG permanently. These items are snagged from special monsters, and you can't usually use them until your MAG is very high level. You get to keep your old Photon Blast if you change forms, so don't worry about losing something you enjoy.

Rare MAGs

THE NATIVES ARE HOSTILE

Veterans of *Phantasy Star* games already know what a difference it makes to know your enemies. These games are all about proper positioning and tactics. High stats and extra levels make everything easier, of course, but a skilled player can finish fights more quickly and with fewer items. Read through this chapter to learn about your enemies and their weaknesses.

Gurhacia Valley

This is a land baked under a harsh sun, but plentiful water keeps the vegetation thriving. The creatures here rely heavily on melee attacks; they're mostly a weak bunch that can be destroyed without fuss. Use weapons with a high Native attribute for the greatest effect.

Only the dragon boss, Reyburn, stands in your way. He's a serious combatant, and groups should bring armor with Fire Resistance if possible.

Vulkure

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	80	112	91	2	0	0	280	40	1	10	4
HARD	1.05	328	344	324	59	0	0	360	420	5	20	76
SUPER HARD	1.10	667	858	841	121	0	0	420	600	10	30	109

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	0	20	0	0	0	20	20
	HARD	1.00	1.00	0	20	20	20	20	20	20
	SUPER HARD	1.00	1.00	10	60	80	60	40	80	40

Immunities

- None

Attribute

- Native

Tactics

Vulkures arrive in small groups. These flying creatures are relatively fast, but their low health and weak attack power prevent them from being a major threat. Ignore them while killing more dangerous targets.

When possible, keep primary enemies between yourself and the Vulkures. This limits Vulkure attacks and gives you free hits if you're using an area-of-effect weapon (or if your first target dies in the middle of a combo).

Ghowl

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	95	120	98	8	0	0	220	20	1	10	5
HARD	1.05	358	343	334	99	148	128	330	380	5	20	82
SUPER HARD	1.10	739	870	859	154	320	300	400	560	10	30	116

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	0	20	10	0	20	20	20
	HARD	1.00	1.00	0	20	30	0	20	20	20
	SUPER HARD	1.00	1.00	20	50	70	20	40	40	40

Immunities

- None

Attribute

- Native

Tactics

Ghowls are another nuisance target. They rush underfoot while you're attending nastier foes. Hold back to pelt them at range and lure them to your position. Melee characters can wade through them while charging other foes; their health is so low that it isn't worth going around them. Kill them and get them out of your hair.

Garapython

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	134	158	137	16	0	0	220	10	1	10	13
HARD	1.05	472	499	471	121	0	0	330	350	10	20	157
SUPER HARD	1.10	912	975	950	194	0	0	400	530	30	30	224

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	0	30	10	0	30	20	20
	HARD	1.00	1.00	0	30	20	0	50	20	50
	SUPER HARD	1.00	1.00	20	60	40	20	80	50	100

Immunities

- Poison (Normal, Hard, Super Hard)
- Death (Super Hard)

Attribute

- Native

Tactics

Garapythons lunge toward their victims and attack with fairly rapid melee strikes. Stay mobile to avoid the initial lunge, then circle behind the snakes. Hit them in the flanks and rear with melee attacks of your own, or get some quick range for Force/ranged attacks. Melee characters and Force Users with Ice Techniques spell a fast death for these foul snakes. Even on Super Hard difficulty, Garapythons have almost no Resistance to these damage sources.

Garahadan

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	130	170	147	11	0	0	210	10	1	10	14
HARD	1.05	433	517	511	109	0	0	320	350	10	20	160
SUPER HARD	1.10	908	1003	969	197	0	0	390	530	30	30	235

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	0	30	10	0	50	20	20
	HARD	1.00	1.00	0	30	20	0	70	20	20
	SUPER HARD	1.00	1.00	20	60	40	20	100	50	40

Immunities

- Shock (Normal, Hard, Super Hard)
- Death (Super Hard)

Attribute

- Native

Tactics

Garahadan are very similar to their Garapython brothers. At range you can tell them apart by their darker color and simple chest markings. The tactics for killing Garahadan are equivalent. Look out for their leaps and rip through the groups with impunity. Notice that Garahadan are not immune to Poison, but they are immune to shock effects. Brutal force is still better in either event; neither snake group has enough health to last very long.

Grimble

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	157	150	128	6	0	0	260	30	1	10	15
HARD	1.05	541	472	460	79	0	0	330	410	10	20	166
SUPER HARD	1.10	1046	964	954	142	0	0	400	570	30	30	235

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	0	20	10	0	0	20	20
	HARD	1.00	1.00	0	20	30	10	10	20	20
	SUPER HARD	1.00	1.00	10	40	90	20	40	40	40

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Grimbles are a type of boar. They are large and robust, but like many Gurhacian enemies, it's easy to herd them. Come in from the sides, attack fast, and kill to your heart's content. Melee attacks and all Techniques are very effective. Ranged weaponry does well too until you reach Super Hard difficulty, but even then it's good enough to get by. Watch for the scaling of Resistance to Fire damage in the later tiers. That's about the only thing worth avoiding.

Tormatible

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	192	199	183	7	0	0	280	40	1	30	30
HARD	1.05	655	551	516	79	0	0	360	420	10	30	218
SUPER HARD	1.10	1292	1056	1034	142	0	0	420	580	30	50	312

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	60	40	0	40	20	10
	HARD	1.00	1.00	30	60	80	0	50	20	10
	SUPER HARD	1.00	1.00	50	70	100	20	60	50	20

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Tormatibles are boars of a rarer variety. These enemies look almost identical to Grimbles, so it's sometimes hard to know that you're even dealing with them until you're in melee range. They have more health and do more damage. However, they're worth much more Experience than their cousins, so it's a good thing when you come across them. Tormatibles have the same immunities (which is to say that they have almost none) and generally have much better Resistances. Dark and Ice attacks are the most effective tools for slaughtering these foes. Everything else is a slugfest.

Helion

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	343	234	202	24	0	0	240	25	10	10	40
HARD	1.05	841	646	625	138	0	0	340	400	30	20	592
SUPER HARD	1.10	2081	1168	1114	255	0	0	420	580	50	30	902

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	10	30	10	10	10	20	20
	HARD	1.00	1.00	10	30	30	20	20	30	30
	SUPER HARD	1.00	1.00	20	50	80	40	60	80	50

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Helions are the heaviest hitters in Gurhacia Valley (save for Reyburn himself). These massive beasts are unmistakable. They're large, fast when they're leaping, and capable of dealing high damage to targets. Their pelts are bright red, so you can see them coming a mile away.

Don't stand and fight Helions. Draw them toward you but run or Evade to avoid their leaps. Don't attack them until you've gotten to their flanks. If other characters are distracting the Helion, hit them with full combos. If you're the primary target, hit them once or twice and Evade as soon as the Helion starts turning toward you.

Almost all damage types work well at lower difficulties, but these monsters scale very well in the higher difficulty modes. Melee characters lead the attack in the highest modes, while other characters do their best to distract the Helions and keep some damage going against them.

Blaze Helion

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	577	297	279	28	0	0	280	30	20	10	110
HARD	1.05	1269	736	713	160	0	0	360	410	40	20	1015
SUPER HARD	1.10	2782	1334	1318	286	0	0	430	590	60	30	1796

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	10	30	50	20	20	30	30
	HARD	1.00	1.00	20	40	100	30	50	50	50
	SUPER HARD	1.00	1.00	20	80	100	50	90	100	60

Immunities

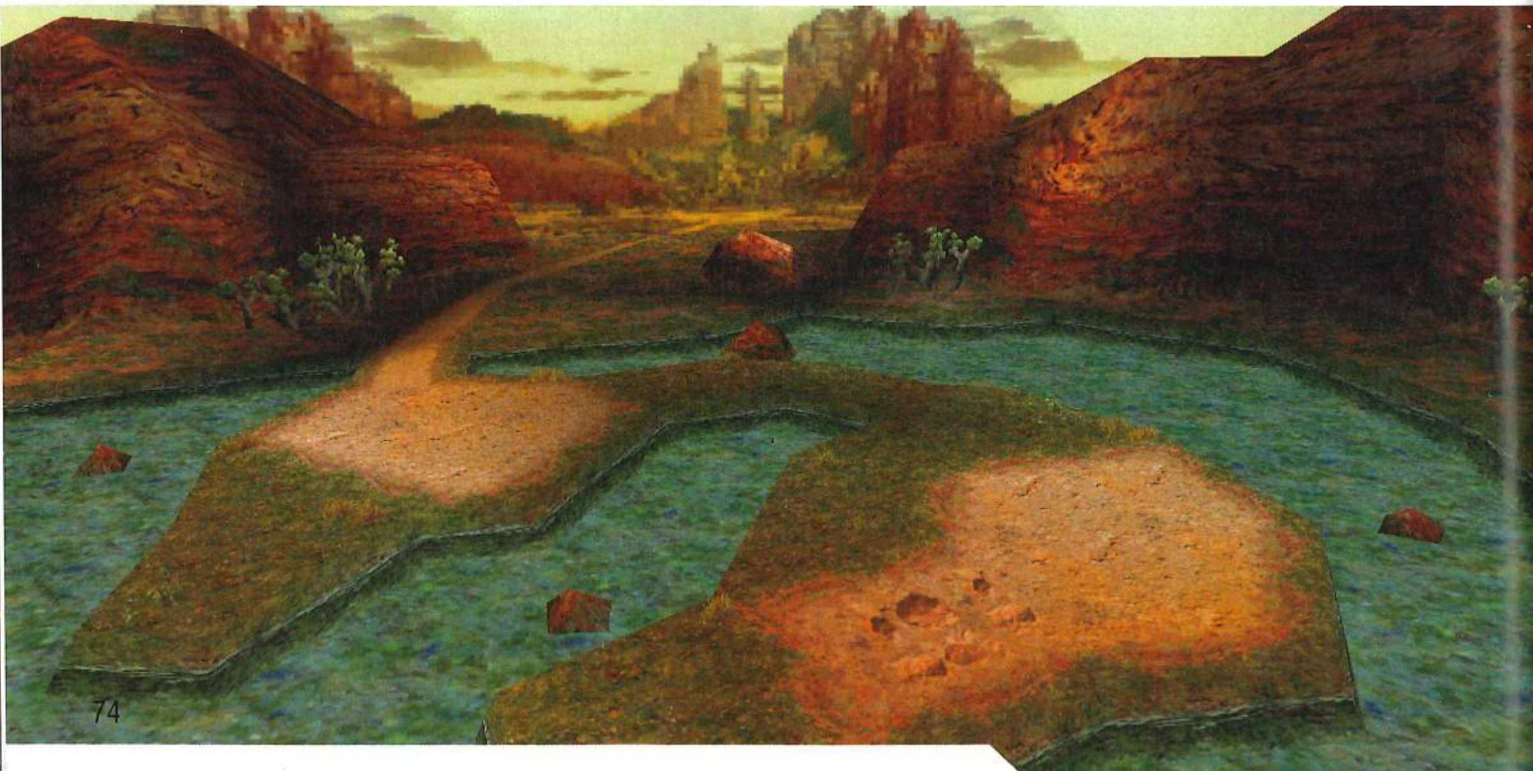
- Burn (Normal, Hard, Super Hard)
- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Blaze Helions are even meaner than their standard brothers. They have turned a yellow color because of the extreme heat and energy inside their bodies. They've become immune to Burn effects, and all of their combat stats have improved. The same tactics work well for killing them, but it takes more time and investment to pull it off. Melee characters are your saving grace, since everyone else is quite ineffective at dealing much damage. Ice attacks are okay, but that's about it. Ranged characters might even consider switching to melee attacks if they have a suitable weapon (such as a Gunblade).



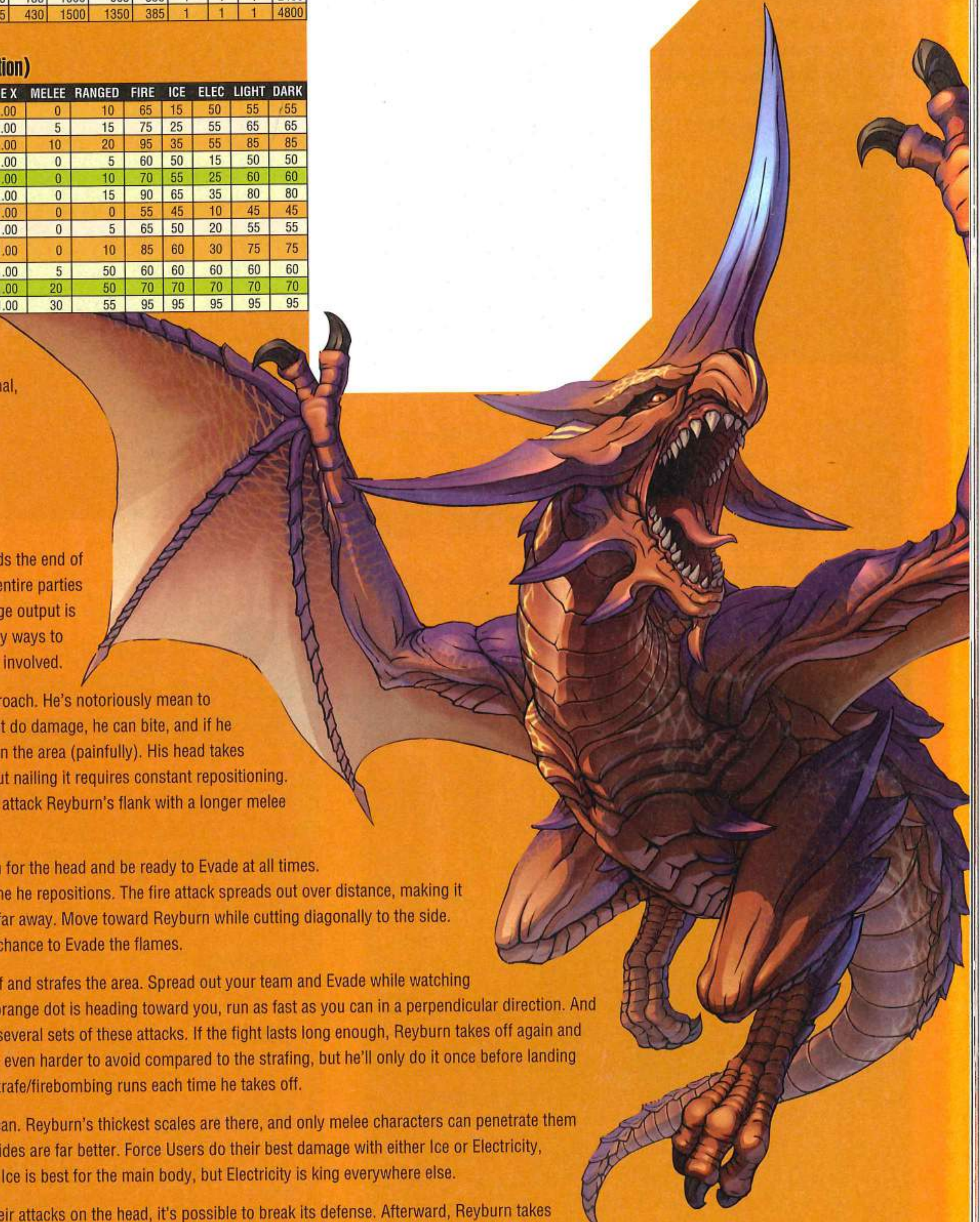
Reyburn

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	3300	300	260	11	230	200	280	1	1	1	300
HARD	1.00	10000	1020	1000	138	1000	905	350	1	1	1	2400
SUPER HARD	1.00	15500	1855	1595	430	1500	1350	385	1	1	1	4800

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	0	10	65	15	50	55	55
	HARD	1.00	1.00	5	15	75	25	55	65	65
	SUPER HARD	1.00	1.00	10	20	95	35	55	85	85
HEAD	NORMAL	0.65	1.00	0	5	60	50	15	50	50
	HARD	0.65	1.00	0	10	70	55	25	60	60
	SUPER HARD	0.70	1.00	0	15	90	65	35	80	80
HEAD (AFTER BREAK)	NORMAL	0.55	1.00	0	0	55	45	10	45	45
	HARD	0.55	1.00	0	5	65	50	20	55	55
	SUPER HARD	0.60	1.00	0	10	85	60	30	75	75
BACK	NORMAL	1.00	1.00	5	50	60	60	60	60	60
	HARD	1.00	1.00	20	50	70	70	70	70	70
	SUPER HARD	1.00	1.00	30	55	95	95	95	95	95



Immunities

- All Status Effects (Normal, Hard, Super Hard)

Attribute

- Native

Tactics

Reyburn is a dragon that guards the end of Gurhacia Valley. He can toast entire parties if you aren't careful. His damage output is off the charts, and he has many ways to make life difficult for everyone involved.

First, Reyburn is tough to approach. He's notoriously mean to melee fighters. His moving feet do damage, he can bite, and if he spins his tail, it hits everyone in the area (painfully). His head takes the most damage from hits, but nailing it requires constant repositioning. A safer and slower target is to attack Reyburn's flank with a longer melee weapon (e.g., a Sword).

Ranged characters should aim for the head and be ready to Evade at all times. Reyburn breathes fire each time he repositions. The fire attack spreads out over distance, making it harder to avoid if you get too far away. Move toward Reyburn while cutting diagonally to the side. This gives you a much better chance to Evade the flames.

Periodically, Reyburn takes off and strafes the area. Spread out your team and Evade while watching the minimap. If the dragon's orange dot is heading toward you, run as fast as you can in a perpendicular direction. And pray! The big guy lands after several sets of these attacks. If the fight lasts long enough, Reyburn takes off again and firebombs a wide area. This is even harder to avoid compared to the strafing, but he'll only do it once before landing again. Afterward, he'll swap strafe/firebombing runs each time he takes off.

Avoid rear attacks when you can. Reyburn's thickest scales are there, and only melee characters can penetrate them for substantial damage. The sides are far better. Force Users do their best damage with either Ice or Electricity, depending on the target area. Ice is best for the main body, but Electricity is king everywhere else.

If enough characters focus their attacks on the head, it's possible to break its defense. Afterward, Reyburn takes more damage from all attacks and can lose his health rapidly. Players of previous games may be tempted to break the feet as well, but there isn't a way to trip up the dragon this time around. Safe damage is in the rear; rewarding damage is up front.

Ozette Wetlands

Rain falls for over half the year in the Ozette Wetlands. Its wooden footpaths were made long ago, though the original creators are long forgotten. None of the creatures that live here are bothered by the humidity; your allies may not share this comfort with the rain and marshlands. Stick to the dry areas!

Hypao

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	137	142	120	5	121	99	220	5	1	5	16
HARD	1.05	691	457	437	23	270	251	310	340	10	10	171
SUPER HARD	1.10	1232	901	881	103	509	482	380	470	30	20	266

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	40	20	0	0	20	20	20
	HARD	1.00	1.00	40	20	0	0	30	20	20
	SUPER HARD	1.00	1.00	60	40	20	20	70	40	40

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Hypao are modified seals with electric powers and thick skin. They take a fair beating to kill. Hypao use direct melee attacks and a short-range area-of-effect burst to fight their enemies. Ranged characters are safe and can lead them around, but melee fighters have to advance, inflict damage, and then Evade when Hypao raise their tails; that's the sign that the Lightning attack about to begin. Evade away even if you eat the damage from the first burst of Lightning. The attack ticks twice, and you save yourself half the damage even with a late roll.

Fire and Ice work equally well to kill these freaks. Force Users clear the field with Hypao (unless the heroes try to use Electricity, but why would they even try that?). Other characters have a harder time because these foes have such thick skin.

Porel

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	78	128	118	2	88	69	240	30	1	5	4
HARD	1.05	478	345	317	30	258	239	310	380	5	10	88
SUPER HARD	1.10	894	763	733	97	482	461	380	500	10	20	115

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	20	0	0	0	10	20
	HARD	1.00	1.00	30	30	0	0	0	10	20
	SUPER HARD	1.00	1.00	40	40	20	20	20	40	50

Immunities

- None

Attribute

- Native

Tactics

Porel are small blue frogs that swarm newcomers to the Wetlands. They're fairly harmless once you get used to the place. Stay at range for safe kills, or rush them with a full combo for a fast victory. Even at the highest difficulty modes, you aren't going to have issues with Porel; they aren't strongly resistant to anything.

Pomarr

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	81	121	109	3	99	80	240	30	1	5	4
HARD	1.05	480	321	303	29	268	242	320	380	5	10	88
SUPER HARD	1.10	877	762	751	82	494	479	390	500	10	20	116

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	20	0	0	0	10	30
	HARD	1.00	1.00	30	30	0	0	0	10	30
	SUPER HARD	1.00	1.00	40	40	20	20	20	40	60

Immunities

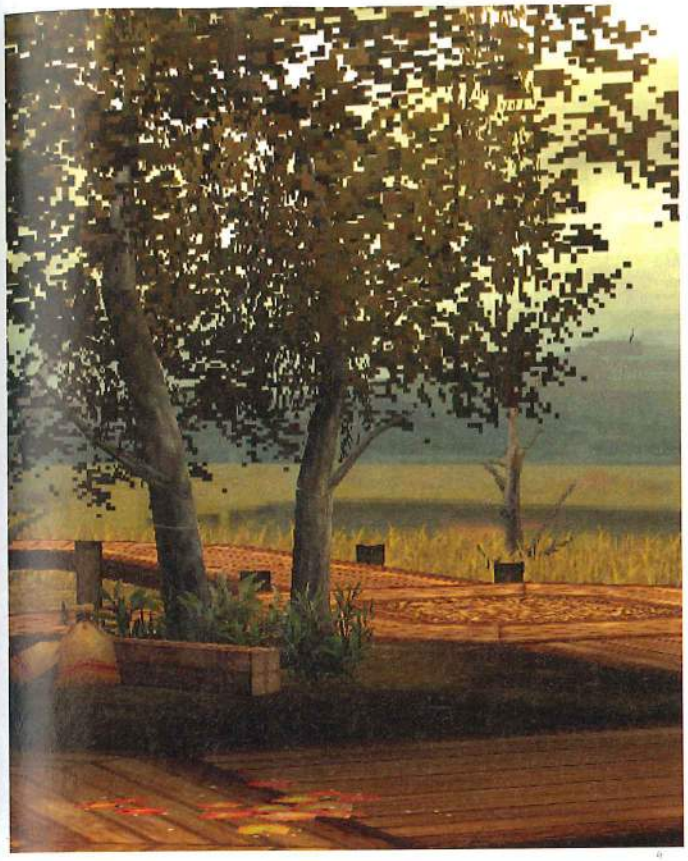
- None

Attribute

- Native

Tactics

Pomarr are brightly colored frogs that fight like their Porel cousins. These frogs have a poisonous bite, so they have more damage potential. Lure them together and use large Force attacks or area-of-effect weapons to clear them quickly. Otherwise, there aren't any changes from what you're used to. For a "rare" creature, these frogs are actually quite common.



Pelcatraz

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	392	258	227	6	121	81	250	10	10	5	40
HARD	1.05	1186	581	564	58	297	279	360	360	30	10	572
SUPER HARD	1.10	2227	1143	1132	126	647	633	430	510	50	20	882

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	40	30	0	10	0	20	20
	HARD	1.00	1.00	40	30	0	20	0	20	20
	SUPER HARD	1.00	1.00	60	40	20	50	20	60	60

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Pelcatraz are slow fliers that have multiple types of area-of-effect attacks (abilities that hit all targets within a given region). Their wind attack is a forward-facing burst that does decent damage. It's easy to avoid by fighting from the flanks, so don't worry too much. Instead, watch for the whirlwind spin that hits all melee targets. When possible, use ranged attacks or short bursts to limit your exposure to these area-of-effect attacks. Force Users are the best characters for killing Pelcatraz; Fire and Electrical attacks are devastating against them.

Vespao

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	162	166	151	5	129	109	220	5	1	5	24
HARD	1.05	780	514	498	25	292	276	310	340	10	10	195
SUPER HARD	1.10	1316	931	893	105	539	510	380	470	30	20	351

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	50	20	0	0	40	20	20
	HARD	1.00	1.00	60	30	0	0	60	20	20
	SUPER HARD	1.00	1.00	80	50	20	20	100	50	30

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Vespao aren't worth much more Experience, but they attack more frequently and more aggressively than Hypao. You can recognize them at range by looking for their lighter color and raised ears. Force Users are the best characters for clearing them out. Melee killers must bite the bullet and accept some damage. As before, Fire and Ice are the keys to an easy victory.

Pelcatobur

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	811	290	281	0	119	81	210	2	20	30	99
HARD	1.05	1701	656	638	0	303	280	330	340	40	40	1002
SUPER HARD	1.10	3226	1321	1298	0	666	641	370	470	60	50	1764

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	50	20	0	20	0	30	30
	HARD	1.00	1.00	60	30	0	20	0	30	30
	SUPER HARD	1.00	1.00	70	40	20	60	20	80	80

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Pelcatoburs are an extremely rare variant of the flying Pelcatraz. These birds have a similar coloration, so look carefully around the neck to tell the two apart. Pelcatoburs have a thicker neck and beefier bodies as well, attributes which are also reflected in their statistics. Though these birds fight in the same manner and share the same weakness to Fire and Electricity, Pelcatoburs have massive health and deal more damage with all of their attacks. Swarm them and get your lucrative kills early in the fight. You can't afford to turn your back on these fellows.

Octo Diablo

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP	DIFFICULTY
OCTO DIABLO	NORMAL	1.00	3480	290	250	9	1	1	300	1	1	1	320
	HARD	1.00	10800	1100	995	130	1	1	360	1	1	1	2300
	SUPER HARD	1.00	14500	2400	2380	400	1	1	390	1	1	1	4600

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1	1	5	40	70	70	20	70	70
	HARD	1	1	5	40	70	70	30	70	70
	SUPER HARD	1.13	1	10	45	75	75	40	75	75
HEAD	NORMAL	0.9	1	0	70	60	60	60	60	60
	HARD	0.9	1	0	70	60	60	60	60	60
	SUPER HARD	1	1	0	75	70	70	70	70	70
MOUTH	NORMAL	0.5	1	50	0	10	60	20	60	60
	HARD	0.5	1	50	0	20	60	30	60	60
	SUPER HARD	0.57	1	55	0	30	70	40	70	70
TENTACLE	NORMAL	1	1	50	70	10	60	60	60	60
	HARD	1	1	50	70	20	60	60	60	60
	SUPER HARD	1.13	1	50	75	30	75	75	75	75
LOWER TENTACLE	NORMAL	1	1	20	20	10	60	60	60	60
	HARD	1	1	20	20	20	60	60	60	60
	SUPER HARD	1.13	1	25	25	30	70	70	70	70
CLAW	NORMAL	1	1	5	50	10	60	60	60	60
	HARD	1	1	5	50	20	60	60	60	60
	SUPER HARD	1.13	1	10	50	30	70	70	70	70
LOWER CLAW	NORMAL	1	1	30	20	60	10	60	60	60
	HARD	1	1	30	20	60	20	60	60	60
	SUPER HARD	1.13	1	35	25	70	30	70	70	70

Immunities

- All Status Effects

Attribute

- Beast

Tactics

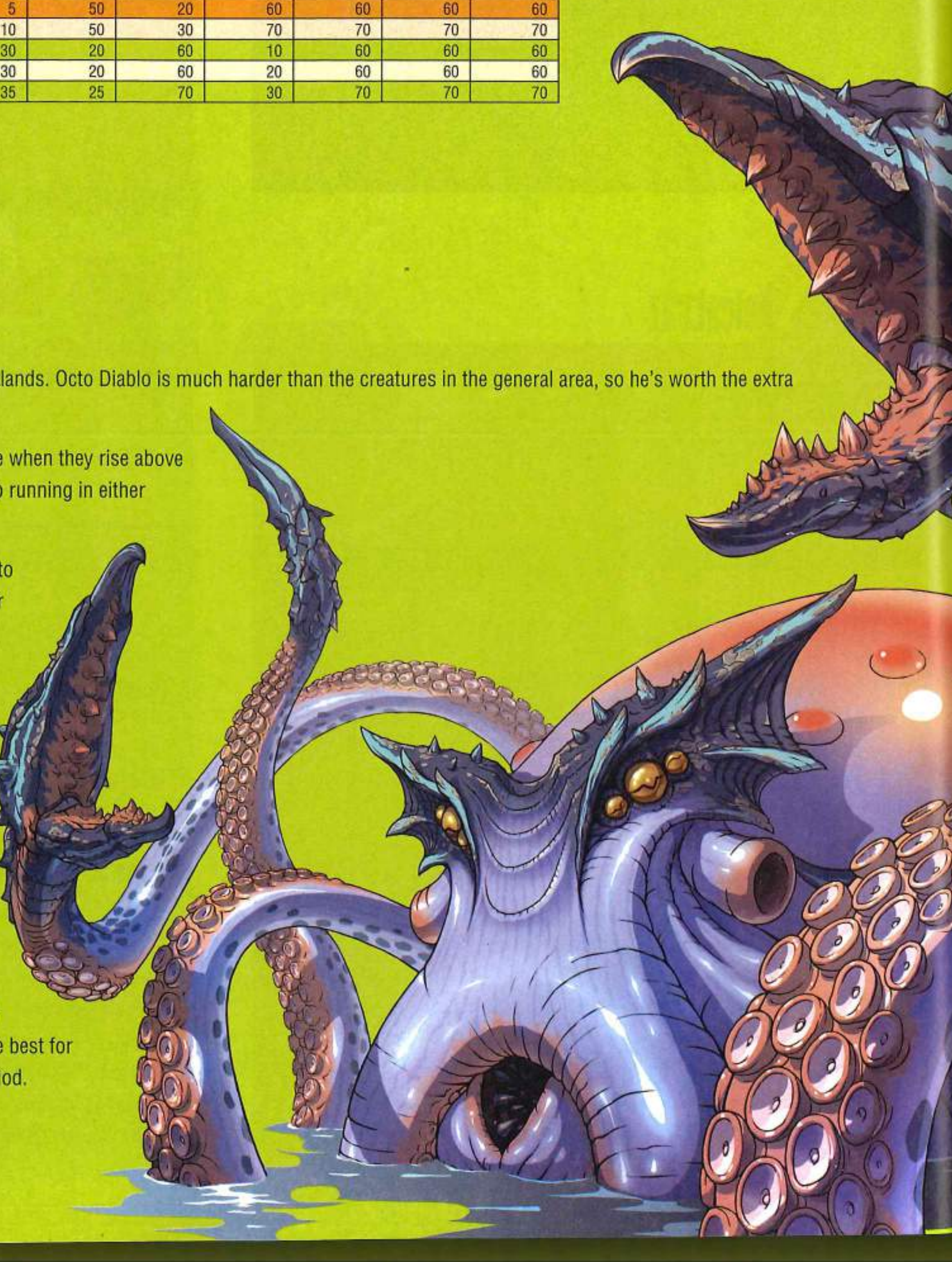
Bring a weapon with a high Beast Affinity into the Wetlands. Octo Diablo is much harder than the creatures in the general area, so he's worth the extra effort.

Avoid Octo Diablo's tentacles by running to either side when they rise above your character. Evade if you're moving slowly, or keep running in either direction if you're already going at full speed.

Dodge ink blasts with the Evade command. Watch Octo Diablo's head to see the attack coming. Also watch for the air intake that Octo Diablo uses in both phases of the fight. Run away from the mouth and heal your character if you're worried about being drawn in.

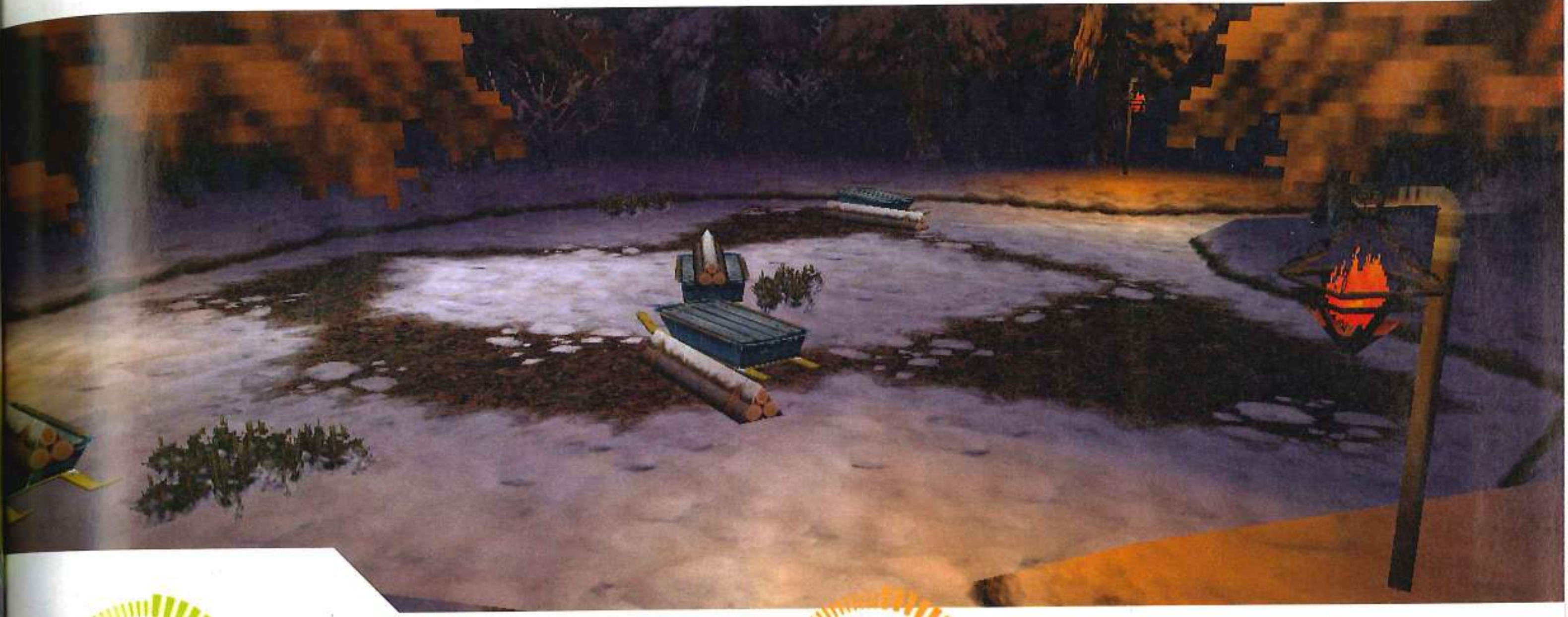
Evade to the outer edge of the circle to dodge the whirlwind of tentacles. Don't wait for even a moment; the sooner you Evade, the farther you can get from the tentacles before the damage ticks. Getting hit once is still better than taking multiple hits, so a failed Evade remains than nothing.

Used ranged attacks on Octo Diablo's mouth when it's exposed. The best time for this is after a period of sucking people toward himself. Ranged characters are best for this, and they can do unrivaled damage for a brief period.



Rioh Snowfield

Rioh Snowfield is in the mountains above Dairon City, located with a fairly short but rigorous walk from town. A number of CAST from ancient times are sleeping there, waiting for their time to live again, but there are also various monsters wandering in the snow.



Usanny

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	72	138	126	5	0	0	220	30	1	10	4
HARD	1.05	289	382	366	82	0	0	330	380	5	20	90
SUPER HARD	1.10	612	841	799	137	0	0	390	600	10	30	122

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	0	10	40	20	20	20
	HARD	1.00	1.00	20	0	10	40	20	20	20
	SUPER HARD	1.00	1.00	40	0	20	80	60	40	20

Immunities

- None

Attribute

- Native

Tactics

Usanny are considered monsters by the Hunter's Guild's definition. As such, they are a danger to travelers that pass through the Rioh Snowfield. That said, there are many who debate their inclusion in the monster list because the creatures are almost ineffective at hurting their targets. Coming in small groups, these pests get in the way more than anything else. You'll help Dairon City's farmers and gatherers by clearing them out of the area. Ranged and Fire attacks do the trick wonderfully, but wide melee weapons kill the groups effectively too.

Black Usanny

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	65	199	179	0	0	0	280	120	1	30	24
HARD	1.05	242	474	460	0	0	0	380	500	5	50	202
SUPER HARD	1.10	558	933	903	0	0	0	440	700	10	100	328

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	40	0	20	80	40	30	50
	HARD	1.00	1.00	40	0	20	90	40	40	60
	SUPER HARD	1.00	1.00	60	0	40	100	60	40	100

Immunities

- None

Attribute

- Native

Tactics

Although Black Usanny have higher Resistances, they're still very easy to kill. The hardest thing about these creatures is the task of finding them. Even repeated trips to the Rioh Snowfield won't guarantee a glimpse of these rare and elusive beasts.

Stagg

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	129	192	161	15	79	60	230	20	1	10	15
HARD	1.05	439	513	443	150	191	152	320	320	10	20	176
SUPER HARD	1.10	877	1041	923	231	355	326	375	580	30	30	290

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	0	0	30	40	40	30
	HARD	1.00	1.00	20	0	20	50	50	40	30
	SUPER HARD	1.00	1.00	40	0	20	70	60	60	40

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Staggs are mid-range melee enemies with a moderate Resistance to melee damage and even higher durability against most Techniques. Use ranged damage and Fire to destroy them quickly, or apply fast, single-target melee weaponry. Stagg attacks are easy to recognize; they leap into their victims and attack whatever is in front of them. Evade to stay away from the antlers, then back off to hit the targets at range or approach the flanks for safer combos.

Reyhound

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	114	174	158	9	0	0	270	40	1	10	16
HARD	1.05	410	489	478	131	0	0	370	420	10	20	188
SUPER HARD	1.10	894	1003	983	209	0	0	420	620	30	30	310

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	10	0	0	50	30	30	30
	HARD	1.00	1.00	10	0	0	50	30	30	30
	SUPER HARD	1.00	1.00	30	10	20	100	60	50	70

Immunities

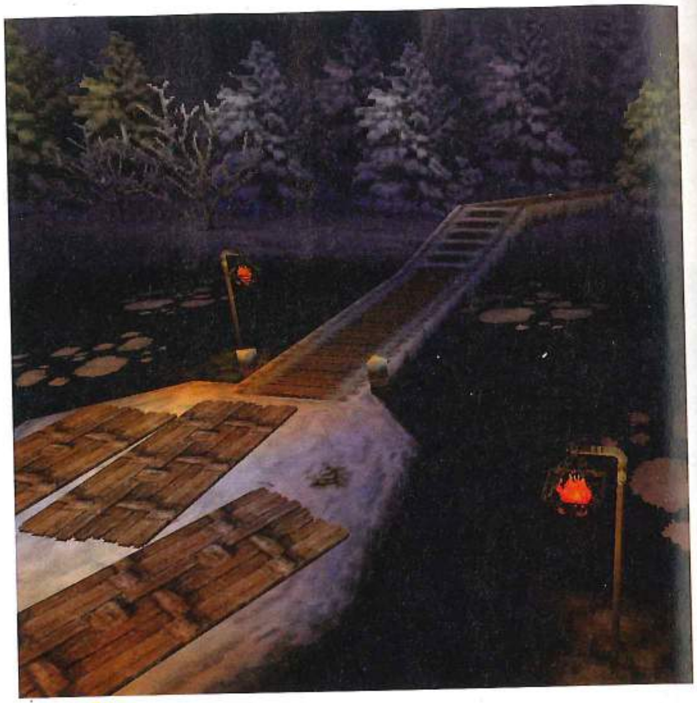
- Death (Super Hard)

Attribute

- Native

Tactics

Reyhounds fill a similar niche to the Staggs; they have simple melee attacks that they use to kill enemies standing in front of them. Use flanking attacks, Fire, and ranged weaponry for safe and easy victories. As with most Rioh monsters, Reyhounds aren't able to use sneaky tricks. They're quite straightforward.



Hildegao

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	358	247	236	32	0	0	245	20	10	10	40
HARD	1.05	851	638	630	188	0	0	330	320	30	20	302
SUPER HARD	1.10	2014	1245	1225	304	0	0	390	520	50	30	505

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	10	10	60	50	20	20
	HARD	1.00	1.00	30	10	20	60	50	20	20
	SUPER HARD	1.00	1.00	50	10	40	100	70	50	50

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Hildegao are the K-species of the Rioh Snowfield. There are several breeds of these massive gorillas, though Hildegao are the most common variety seen by adventurers. All of the large gorillas are known for their thick hides, enduring health, and sheer ferocity. Watch for them to pull their arms back; this is a sign of aggression, and Hildegao charge forward after posing in this manner. It's best to Evade aside and attack the enemies from the rear afterward.

As is common in Rioh, ranged weapons are king. Alternatively, Fire and melee weapons deliver adequate results, but it takes a long time to kill Hildegao with these tools. Remember to group together and have two or three people tackling the same Hildegao, while anyone left over distracts additional targets to prevent them from complicating the battle.

Hildeghana

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	299	238	233	23	0	0	260	30	10	10	36
HARD	1.05	803	604	584	172	0	0	340	340	30	20	288
SUPER HARD	1.10	1854	1218	1198	273	0	0	400	540	50	30	489

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	10	0	10	60	50	40	40
	HARD	1.00	1.00	20	0	20	60	50	40	40
	SUPER HARD	1.00	1.00	30	0	40	100	90	80	80

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Hildeghana are the females of this gorilla species. Though they have the same white pelts, they can be recognized by their flat ears (as opposed to the males' high, raised ears). Hildeghana have almost the same combat statistics as the males, but luckily, the few differences make them slightly easier to bring down. They lack some of the males' melee Resistance, and ranged attacks go straight through them! Force Users, as before, should stick with Fire attacks only. Hildeghana take almost no damage from any of the other Technique types.

Hildegigas

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	504	309	286	39	0	0	250	30	20	30	102
HARD	1.05	1050	707	695	236	0	0	360	340	40	50	415
SUPER HARD	1.10	2522	1293	1271	336	0	0	420	540	60	100	698

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	10	10	70	50	20	30
	HARD	1.00	1.00	40	10	30	80	50	20	30
	SUPER HARD	1.00	1.00	50	20	50	100	90	40	60

Immunities

- Death (Hard, Super Hard)

Attribute

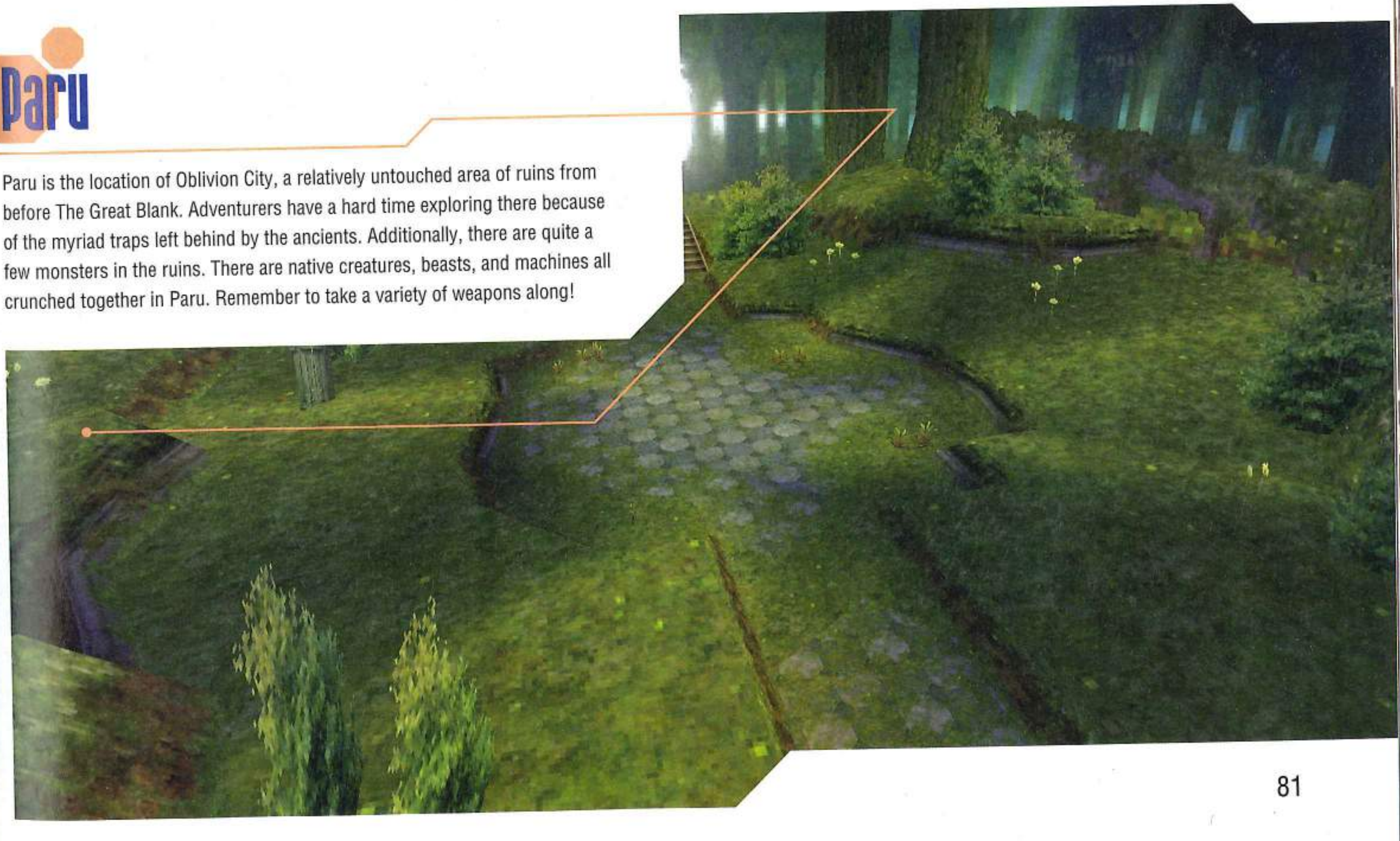
- Beast

Tactics

Hildegigas are rare gorillas, immediately known by their red coloration. Be wary of Hildegigas; they have more strength than their more common cousins, and they also share increased Resistance to almost all forms of damage. Interestingly, Light damage does more to them than Fire. Their style of attack is identical to Hildegao and Hildeghana. It is more important than ever to Evade the slow but lethal melee attacks of these beasts. Avoid overextending yourself during combos and plan for a longer fight than usual.

Paru

Paru is the location of Oblivion City, a relatively untouched area of ruins from before The Great Blank. Adventurers have a hard time exploring there because of the myriad traps left behind by the ancients. Additionally, there are quite a few monsters in the ruins. There are native creatures, beasts, and machines all crunched together in Paru. Remember to take a variety of weapons along!



Bolix

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	50	230	178	10	0	0	260	2	1	10	12
HARD	1.05	72	401	382	19	0	0	330	2	5	20	115
SUPER HARD	1.10	142	762	742	29	0	0	410	2	10	30	150

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	80	90	85	95	80	80	60
	HARD	1.00	1.00	80	90	85	95	80	80	60
	SUPER HARD	1.00	1.00	80	90	85	95	80	80	60

Immunities

- None

Attribute

- Native

Tactics

Bolix are small mollusks that live inside discarded containers. These creatures move slowly and have little health; they aren't a major threat to your party. Destroy them after you've dealt with larger beasts in an area. The only serious defense these things have is their Resistance to damage. This would be more of a problem if Bolix had enough health to last. As long as you don't use Ice on them, you're in great shape.

Goldix

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	20	321	259	19	0	0	280	2	70	30	128
HARD	1.05	36	507	480	29	0	0	360	2	80	50	595
SUPER HARD	1.10	95	789	768	39	0	0	410	2	90	100	1001

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	92	98	92	100	98	98	90
	HARD	1.00	1.00	92	98	92	100	98	98	90
	SUPER HARD	1.00	1.00	92	98	92	100	98	98	90

Immunities

- None

Attribute

- Native

Tactics

Goldix are a rare form of Bolix. This variety looks for less common boxes to dwell in. Goldix have blue skin and use golden boxes as their armor. It takes barely more than a stiff breeze to kill Goldix as long as you avoid their favorite damage types (see the chart above). Even with such high Resistances, it's easy for melee characters to kill Goldix. Force Users should use Fire or Dark attacks, while ranged characters have the most problems. Consider switching to Techniques or melee weaponry even if you are a ranged class.

Pobomma

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	243	187	167	8	139	121	270	80	1	10	12
HARD	1.05	400	387	364	55	298	269	345	360	5	20	115
SUPER HARD	1.10	811	726	709	139	381	354	390	550	10	30	143

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	0	40	10	60	60	20	60
	HARD	1.00	1.00	0	40	10	60	60	20	60
	SUPER HARD	1.00	1.00	0	60	20	80	80	20	80

Immunities

- None

Attribute

- Native

Tactics

Pobomma are low-health frogs the swarm heroes from the guild. Use area-of-effect Techniques or weapons to kill them, and worry more about larger foes before finishing off stragglers. Pobomma attacks do little damage, and it isn't hard to run away from them to score free ranged attacks.

Izhirak-S6

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	254	257	239	55	128	109	260	90	1	10	40
HARD	1.05	477	557	535	172	281	261	330	420	10	20	264
SUPER HARD	1.10	984	772	748	280	486	461	400	570	30	30	351

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	40	50	50	0	20	20
	HARD	1.00	1.00	20	40	50	50	0	20	20
	SUPER HARD	1.00	1.00	30	70	70	70	20	50	50

Immunities

- Poison (Normal, Hard, Super Hard)
- Death (Super Hard)

Attribute

- Machine

Tactics

The S6 variant of the Izhirak line is fairly common on Paru. They're also rather dangerous. These machines use ranged attacks to do high damage to their targets. Close and engage these enemies with melee attacks or Electric Techniques. Have ranged characters clear other enemies in the area, as Izhirak armor is quite strong against ranged weapons.

Izhirak attacks have a chance to cause Confusion when they hit your characters. That gives you another reason to preferentially kill these machines before going after other enemies.

Izhirak-B2

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	272	271	251	66	144	131	300	130	1	30	80
HARD	1.05	589	570	547	204	300	280	350	460	10	50	397
SUPER HARD	1.10	1151	789	771	310	499	471	400	590	30	100	506

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	40	50	80	0	20	50
	HARD	1.00	1.00	20	40	50	80	0	30	50
	SUPER HARD	1.00	1.00	40	70	80	100	20	40	80

Immunities

- Poison (Normal, Hard, Super Hard)
- Death (Super Hard)

Attribute

- Machine

Tactics

The B2 sentries in Paru sport heavier armor, larger guns, and a cool blue paint job. Electrical attacks are still their bane. Swarm the B2s and take them out before you worry about other targets in the room. Grouped melee strikes prevent them from firing well, and that gives any Force Users time to get the appropriate Techniques ready. Zonde for the win!

Frunaked

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	1529	452	433	3	198	179	280	150	20	30	320
HARD	1.05	2594	849	828	13	382	366	350	410	40	50	1261
SUPER HARD	1.10	4654	1490	1467	65	649	610	450	550	60	100	1782

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	60	40	0	80	60	60
	HARD	1.00	1.00	30	60	50	0	80	60	60
	SUPER HARD	1.00	1.00	50	80	70	20	100	100	80

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Frunakeds have a deeper skintone because their fur is extremely fine compared to Fruoutang. You won't see these creatures often; they're certainly one of the rarer things in the game. That's both good and bad. Frunakeds are fun to fight and are worth a pile of Experience, but they take a beating. Anyone playing on Super Hard difficulty is going to have a nice fight when he or she gets one of these. It makes such a huge difference if you have a good Force User to cast Barta. Combine this with Shifta and Zalure to improve your kill time dramatically. It's worth the investment!

Fruoutang

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	893	399	378	6	169	148	270	140	10	10	173
HARD	1.05	1660	768	751	26	352	331	340	400	30	20	627
SUPER HARD	1.10	2810	1356	1326	80	609	581	440	540	50	30	889

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	10	40	20	30	50	50	30
	HARD	1.00	1.00	10	40	20	30	50	50	30
	SUPER HARD	1.00	1.00	30	80	30	60	90	100	40

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Fruoutang look like simple beasts, but they're well armed with relic weaponry and know how to use their equipment. At range, Fruoutangs fire pistols at your characters. They do plenty of damage (more than almost anything in the region), but they don't attack often. That's a considerable boon. If there are other troublesome enemies like Izhiraks, you are somewhat safe taking them down first while one person distracts the Fruoutangs.

Up close, these simians swing wide and are hard to flank. Melee characters should go all the way around to the back before attacking. Use Evade to get away from Fruoutang swings as soon as they start moving, then circle back around the monster for the kill.

D Chaos and D Mobius

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	5400	450	420	30	1	1	320	1	1	1	1550
HARD	1.00	10200	1210	1145	180	1	1	370	1	1	1	2500
SUPER HARD	1.00	12000	1950	1850	400	1	1	400	1	1	1	5000

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
D MOBIUS	NORMAL	0.75	1.00	5	20	45	45	15	45	30
	HARD	0.80	1.00	5	20	65	65	30	65	65
	SUPER HARD	0.85	1.00	10	25	80	80	45	80	80
D CHAOS	NORMAL	1.20	1.00	5	20	50	50	30	50	50
	HARD	1.25	1.00	5	20	70	70	45	70	70
	SUPER HARD	1.30	1.00	10	25	85	85	60	85	85

Immunities

- All Status Effects

Attribute

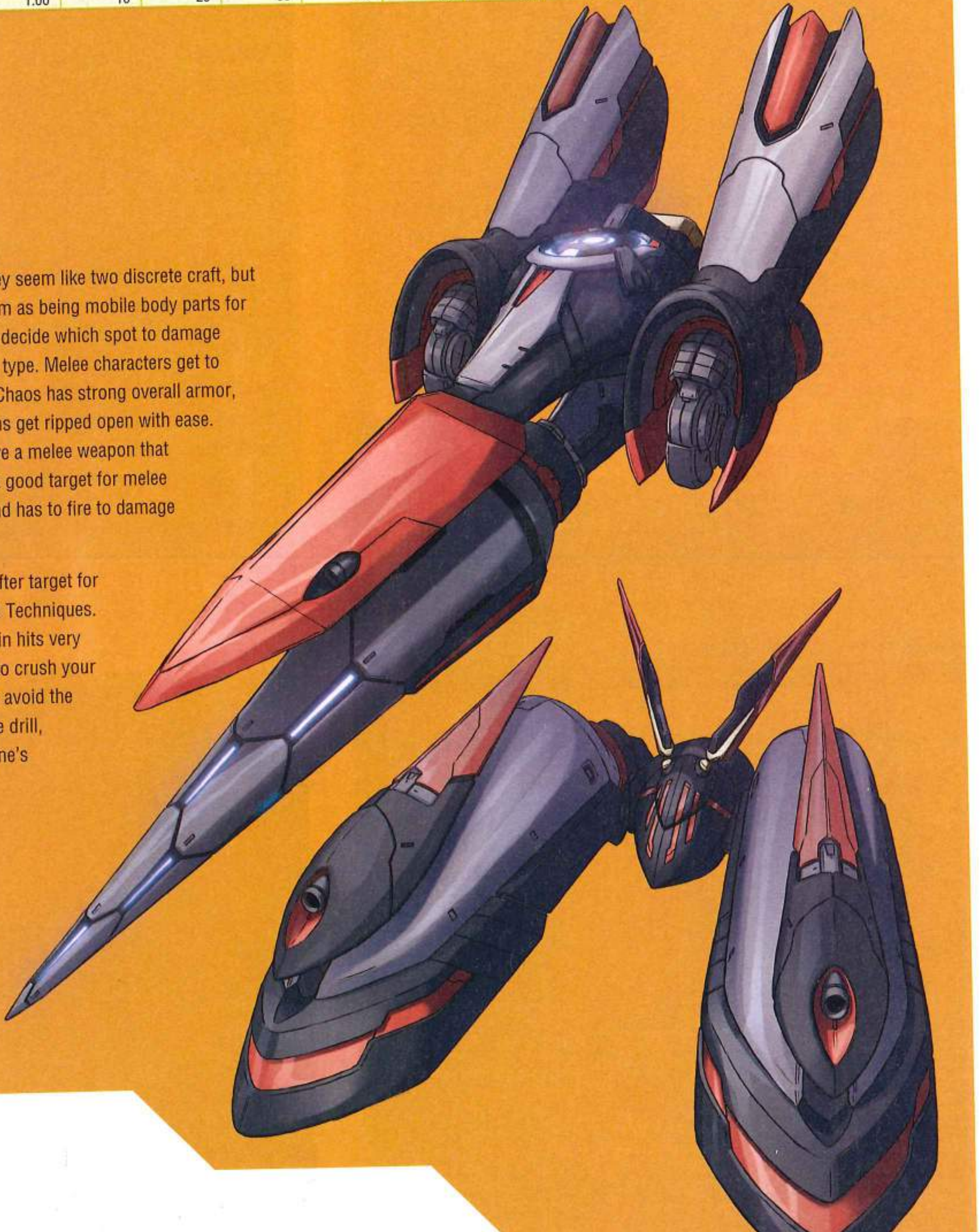
- Machine

Tactics

D Mobius and D Chaos are linked; they seem like two discrete craft, but they share a health total. Think of them as being mobile body parts for the same boss. As such, you need to decide which spot to damage based on your character and weapon type. Melee characters get to wreak havoc on D Chaos. Though D Chaos has strong overall armor, especially in back, its forward sections get ripped open with ease. That is even more the case if you have a melee weapon that hits multiple spots. D Chaos is also a good target for melee characters because it turns slowly and has to fire to damage nearby foes.

D Mobius, on the other hand, is a softer target for characters with ranged weapons and Techniques. This craft's lighter armor can't sustain hits very well, and it relies on melee damage to crush your characters. Stay at medium range to avoid the damage and the slowing effect of the drill, and use Zonde to destroy the machine's electrical systems.

Save Photon Blasts for later in the fight. The two machines come together in the center of the map and spin around looking for targets. A well-placed Blast is certain to hit. That's a fight breaker right there!



Makara Ruins

The Makara Ruins are farther from Dairon City than the areas where Hunters often travel. Many rumors surround the location; people talk about ancient machinery that once allowed transportation over great distances. It may indeed be there, and perhaps it still works. However, Hunters who have gone through the area have previously reported that there are many dangerous monsters and environmental hazards.

Batt

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	320	253	243	12	130	120	280	180	1	10	18
HARD	1.05	434	406	386	61	266	242	350	440	5	20	129
SUPER HARD	1.10	802	812	791	126	480	460	420	640	10	30	167

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	30	0	10	0	20	20	40
	HARD	1.00	1.00	40	0	10	0	20	20	40
	SUPER HARD	1.00	1.00	50	20	40	30	60	30	100

Immunities

- None

Attribute

- Native

Tactics

Batts are just what you'd expect: they are nuisance creatures that swarm adventurers while distracting you from the real enemies. Use area-of-effect weapons to kill the swarm en masse, or wait until more dangerous enemies are dead before taking the Batts on.

Bullbatt

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	323	253	237	10	122	102	280	180	1	10	19
HARD	1.05	439	406	372	59	269	251	350	440	5	20	131
SUPER HARD	1.10	788	789	775	119	485	470	420	640	10	30	170

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	30	0	0	40	20	40	0
	HARD	1.00	1.00	30	0	0	60	20	60	0
	SUPER HARD	1.00	1.00	50	0	30	100	60	100	20

Immunities

- None

Attribute

- Native

Tactics

Bullbatts are blue-colored Batts with a somewhat stronger Resistance to Techniques. They still aren't a dire threat. Blast them down after the bigger guys fall.

Rumole

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	448	299	280	20	135	125	250	120	1	10	60
HARD	1.05	592	548	539	102	287	259	320	400	10	20	285
SUPER HARD	1.10	1104	994	978	163	502	491	370	530	30	30	361

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	0	30	0	20	20	50
	HARD	1.00	1.00	30	0	40	0	30	20	60
	SUPER HARD	1.00	1.00	50	20	80	20	60	30	90

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Rumoles burrow and come up underneath their targets. This makes them tricky if you lose sight of your targets or if there are several Rumoles coming from different angles. To make things worse, these monsters are good at interrupting attacks with their own claw swipes. It's much better to have Rangers and Force Users kill Rumoles; the monsters incur more damage from these characters and interruptions won't be much of an issue.

Kapantha

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	382	311	291	21	0	0	280	160	1	10	55
HARD	1.05	553	543	514	92	0	0	350	420	10	20	280
SUPER HARD	1.10	974	1027	1007	157	0	0	400	560	30	30	358

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	0	40	0	20	0	20
	HARD	1.00	1.00	20	0	40	0	20	0	20
	SUPER HARD	1.00	1.00	40	10	100	20	100	30	100

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Kapanthas are the high-risk/high-reward part of the enemy team. They don't stand up to much punishment, but they're good at melee. Expect Kapanthas to close the gap quickly and engage your people. By the stats, it looks like Rangers and Force Users are best at killing them. That's true to a point, but regular Hunters are good at tying them up without getting ripped apart. It's wise to double team these panthers. The melee character distracts while the damage dealer finishes off the kitty without delay.

Rohjade

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	966	530	510	42	60	30	300	110	10	10	250
HARD	1.05	1449	914	899	196	137	118	360	380	30	20	401
SUPER HARD	1.10	2561	1331	1311	306	393	368	400	540	50	30	606

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	0	20	0	40	20	20
	HARD	1.00	1.00	20	0	20	0	40	20	20
	SUPER HARD	1.00	1.00	50	20	60	20	100	40	70

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Rohjade are a sublime source of Experience in the early game. These creatures are reliably found in the latter parts of the Makara Ruins cave system. In fact, the "boss fight" of the area features a number of them in tandem, promising fair Experience for a relatively easy encounter. Once you know how to beat these guys, it's awfully easy to wail on them without getting hit much in return.

Rangers or Force Users with Ice and Light get to have a good time on damage. Have these characters stay to the side and take free shots while the monsters are standing around. Melee characters must be more careful. Approach, take a single combo, and then pull back even before your allies stop firing. When the Rohjade balls up, everyone Evades to get out of their way. The creatures bounce around the area for a few seconds and then come to a halt. Race toward them and begin new attack combos to finish the beast. Repeat this for other Rohjades nearby until the room is clear.

Heal quickly if you wind up underneath a Rohjade; their attacks are strong, and a few hits in a row tend to ruin everyone's day. Don't be caught off guard, especially when you're still getting used to them.

Rohcrysta

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	1446	584	561	54	60	30	300	120	20	30	320
HARD	1.05	2129	996	960	221	140	118	360	390	40	50	510
SUPER HARD	1.10	3996	1461	1440	316	403	381	410	540	60	100	711

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	0	20	0	40	20	20
	HARD	1.00	1.00	20	0	20	0	40	20	20
	SUPER HARD	1.00	1.00	80	40	60	30	100	50	80

Immunities

- Death (Hard, Super Hard)

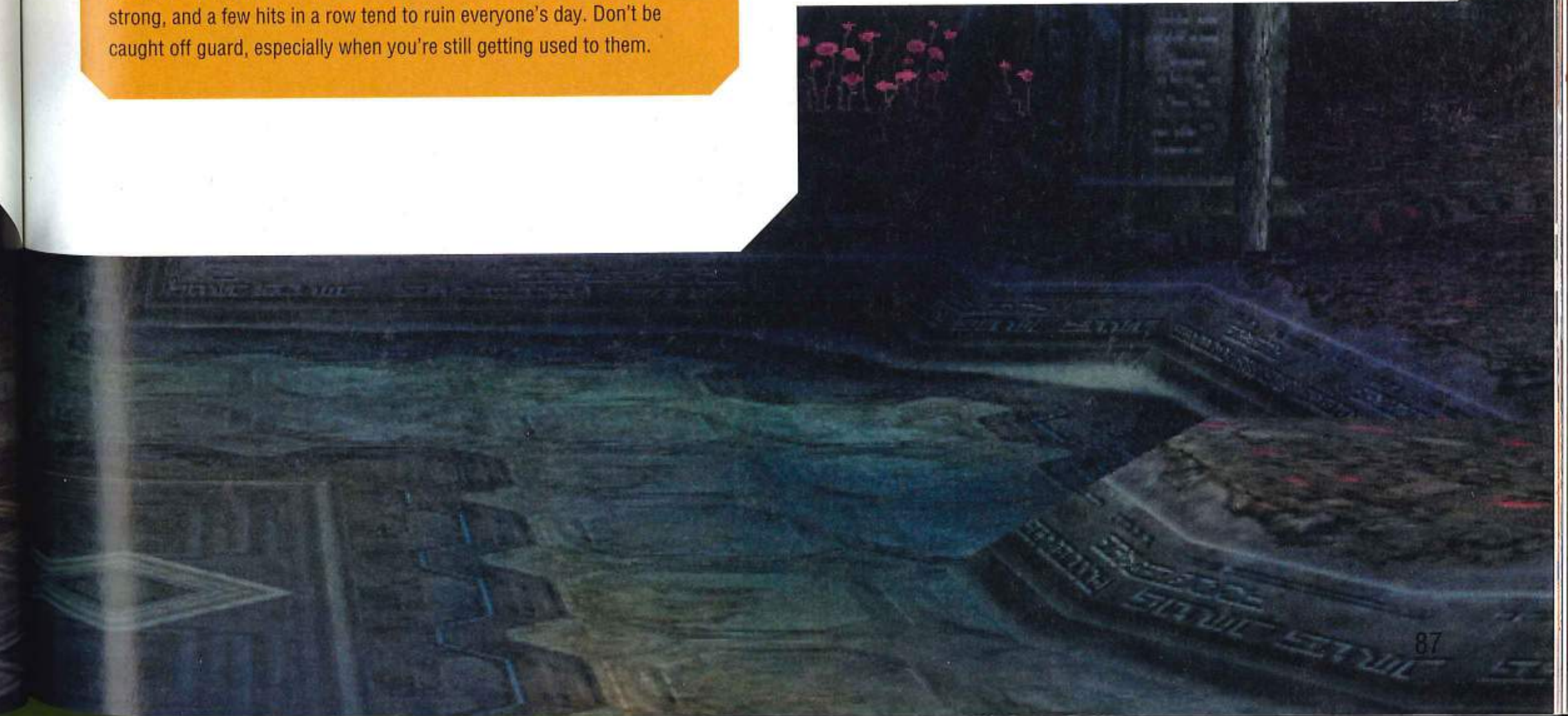
Attribute

- Beast

Tactics

Rohcrysta are the same creatures as Rohjade; the difference is that these beasts are much older. They've accumulated years of mineral deposits in and around their scaly bodies. These deposits increase the amount of damage Rohcrysta can sustain before collapsing. They're also a bit deadlier when they race around the room; don't get in their way. Fights take longer when you err on the side of caution, but it's for the best.

When you reach Super Hard difficulty, these nasty fellows become ten times worse. Everything improves in the higher modes, but Rohcrysta get a boost to their Resistances that's almost unparalleled. Hunters with level-appropriate Techniques should switch to Barta for easier damage (or use a weapon with an Ice elemental effect). Rangers and Force Users are free to stick with their normal tactics.



Arca Plant

The Arca Plant is a reactor that powers a huge portion of the moon's weapon systems. Though free from wandering monsters, this place is rife with defenders. There are machines built for war around every turn in the corridors, and it's best to have a weapon geared to destroy them.

Korse

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	254	285	255	29	110	90	300	240	1	10	25
HARD	1.05	484	510	501	137	283	259	360	420	5	20	120
SUPER HARD	1.10	900	898	869	201	394	373	420	580	10	30	183

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	20	20	20	0	20	20
	HARD	1.00	1.00	20	20	20	20	0	20	20
	SUPER HARD	1.00	1.00	40	40	40	40	20	40	40

Immunities

- Confuse (Normal, Hard, Super Hard)
- Poison (Normal, Hard, Super Hard)

Attribute

- Machine

Tactics

Korse attack intruders in two different ways. On their own, these flying machines are slower to track their foes and only shoot at targets of opportunity. They aren't as dangerous this way. However, the appearance of Akorse adds command and control features to these drones (as discussed below, in the Akorse entry).

Korse don't attempt to outmaneuver your people. They hover in place and eat whatever damage you throw at them. If they're alone, deal with higher priority targets first. If they have an Akorse leading them, kill that before anything else. Electricity does the most damage, though everything else is valid as well.

Akorse

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	320	295	274	40	120	99	310	250	1	30	46
HARD	1.05	590	542	527	141	296	277	370	430	5	30	214
SUPER HARD	1.10	1034	923	916	213	432	422	440	600	10	50	273

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	30	30	30	30	50	30	30
	HARD	1.00	1.00	30	30	30	30	50	30	30
	SUPER HARD	1.00	1.00	50	50	50	50	100	50	50

Immunities

- Confuse (Normal, Hard, Super Hard)
- Poison (Normal, Hard, Super Hard)

Attribute

- Machine

Tactics

Akorse are painted bright orange; they serve as command units for groups of Korse. Make a beeline toward these machines as soon as they appear in an area. Korse take time to come forward and line up around Akorse; the leader is always in the center, and the others are strung out in a line to either side. Once prepared, the group of drones fire in unison at a target designated by the Akorse. The damage is worrisome, and that's why you must kill the Akorse immediately.

Do you want the good news or the bad news? The bad news is that Akorse are pretty much immune to Electrical attacks. What jerks. They take modest damage from everything else, so nobody is left defenseless against them. The good news is that their health isn't THAT high, and killing an Akorse immediately disables all the surviving Korse in the room. They'll spin for a short period and then fly toward the walls and detonate. Get away from the Korse and start attacking other machines in the area. And for the record, you do get Experience for all Korse that destroy themselves.

Finjer G

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	494	360	333	39	120	100	320	230	1	10	72
HARD	1.05	752	659	632	155	278	260	350	450	10	20	282
SUPER HARD	1.10	1423	994	970	228	457	443	420	590	30	30	359

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	20	40	60	0	30	30
	HARD	1.00	1.00	30	30	50	75	0	30	30
	SUPER HARD	1.00	1.00	50	50	70	90	20	60	60

Immunities

- Poison (Normal, Hard, Super Hard)
- Death (Super Hard)

Attribute

- Machine

Tactics

Finjer Gs surf on hoverboards and attempt to circle their victims. They fire lasers toward the center of the circle, where most of your group members stand. It's a pain to fight these machines with melee weapons until you learn a few tricks. Rangers and Force Users do just fine, especially if you have people with high-level Zonde ready to go. This variety of Finjers is colored green (thus, Finjer G). The other types have a designation for their color as well, with R for Red and B for Blue.

To kill Finjers in melee, rush ahead of their circle and force the Finjer into a wall. This stops them for a short time until they can slip away from you. It's long enough that Hunters are able to slap a combo or two onto the bad guys, sometimes killing them outright, especially if anyone comes to help out.

Finjer B

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	497	364	336	40	120	100	320	230	1	10	72
HARD	1.05	763	651	626	155	278	260	350	450	10	20	282
SUPER HARD	1.10	1422	978	972	228	457	437	420	590	30	30	359

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	20	20	20	60	30	30
	HARD	1.00	1.00	30	30	20	20	75	30	30
	SUPER HARD	1.00	1.00	50	50	30	30	90	60	60

Immunities

- Freeze (Normal, Hard, Super Hard)
- Poison (Normal, Hard, Super Hard)
- Death (Super Hard)

Attribute

- Machine

Tactics

Finjer Bs are colored blue, so you know immediately what you're dealing with. These Finjers are similar to their red buddies, but they have much stronger Resistance to Zonde. They're also immune to Freeze effects, which is a minor pain but doesn't usually come into play. Fire and Ice attacks are both good bread-and-butter Techniques for killing them, though melee slaughter is a good option too. As with all Finjers, you want to pin these guys against a wall and hack them to pieces with fast combos.

Finjer R

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	505	364	341	39	120	100	320	230	1	10	72
HARD	1.05	741	651	636	155	278	260	350	450	10	20	282
SUPER HARD	1.10	1435	993	969	228	468	437	420	590	30	30	359

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	20	60	0	40	30	30
	HARD	1.00	1.00	30	30	75	0	50	30	30
	SUPER HARD	1.00	1.00	50	50	90	20	70	60	60

Immunities

- Poison (Normal, Hard, Super Hard)
- Death (Super Hard)

Attribute

- Machine

Tactics

Finjer Rs are strong against Fire and Electricity. You're pretty much limited to Barta if you want high damage numbers, though the same Hunter/Ranger weaknesses apply as with the other Finjers.

Arkzein

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	810	464	446	60	320	301	250	200	10	10	270
HARD	1.05	1499	856	849	222	484	453	330	400	30	20	798
SUPER HARD	1.10	2668	1225	1212	348	669	661	380	560	50	30	1003

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	40	20	30	0	30	10
	HARD	1.00	1.00	20	50	20	40	10	30	10
	SUPER HARD	1.00	1.00	40	75	50	70	30	80	20

Immunities

- Poison (Normal, Hard, Super Hard)
- Confuse (Normal, Hard, Super Hard)
- Death (Hard, Super Hard)

Attribute

- Machine

Tactics

Yup, you knew someone would make a missile boat. They're here, and they're brutal. Arkzeins load up on health, damage output, and high Resistances. You don't catch any major breaks, so learn how to move and to avoid their attacks. Don't stay at long range with these guys regardless of your class. Arkzein missiles track slightly and inflict very high damage when they hit. The missiles slap characters down and cause victims to lose even more time recovering. It's not a good scene.

To avoid this, close to melee range with Arkzeins and stay on their sides constantly. They turn toward their favored target, indicating that a charge is about to occur. Evade aside or you can end up eating hit after hit as the Arkzein flies toward your character. Roll away and rush after the machine. Hit it in the back repeatedly as it recovers and prepare for a repeat performance.

Sometimes the Arkzeins wait a moment before turning. This means that they are deploying mines. The small devices come out from a skirt under the machine. Pull back to avoid the mines if you are low on healing items, or stick on the Arkzein and accept the minor damage.

Once you've mastered this tactic, it is very easy to kill solo Arkzein. Sadly, these enemies can appear in pairs; it's one of the nastiest random encounter groupings in the game. Unless you're close to a boss fight, go ahead and use a Photon Blast when Arkzeins double up on your group. Hit both enemies with the same Blast for a pile of free Experience.

Arkzein R

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	1284	519	483	76	360	339	270	200	20	30	540
HARD	1.05	2011	895	879	265	517	504	340	400	40	50	1601
SUPER HARD	1.10	3295	1292	1261	369	716	712	390	560	60	100	1996

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	40	20	30	0	30	10
	HARD	1.00	1.00	30	60	20	40	20	30	10
	SUPER HARD	1.00	1.00	50	80	50	90	50	80	20

Immunities

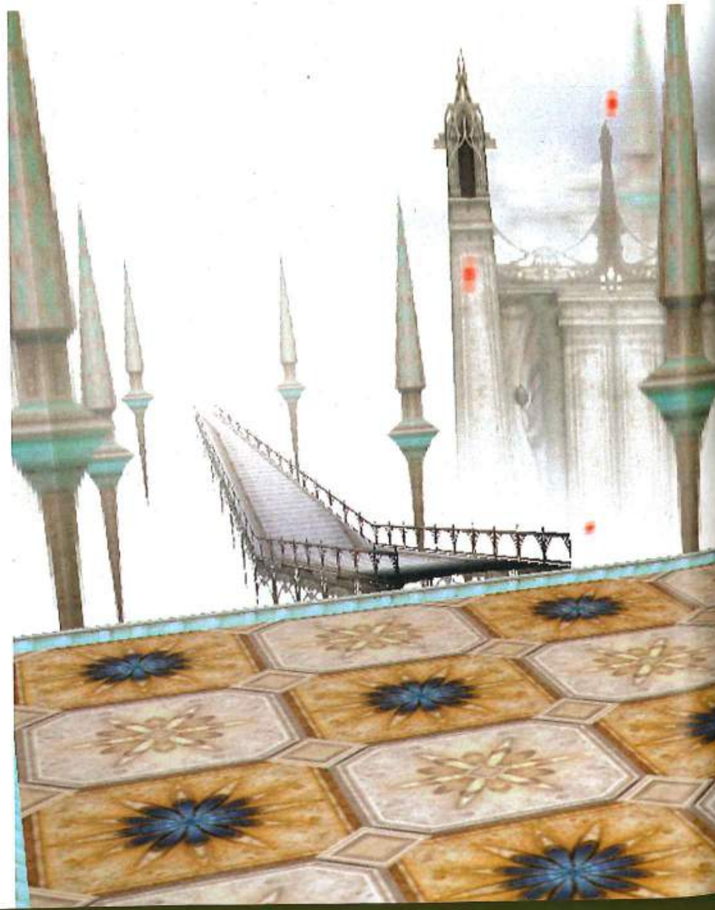
- Poison (Normal, Hard, Super Hard)
- Confuse (Normal, Hard, Super Hard)
- Death (Hard, Super Hard)

Attribute

- Machine

Tactics

Arkzein Rs are uncommon variants of the missile boat. They're worth about double Experience, but you have to pound through serious Resistances. Only high-end Force Users with Megid bring big numbers to these fights. For other characters, it's a matter of using the same Techniques you've mastered on Arkzeins and applying them over a longer battle. Photon Blasts are still a wise course of action, especially for Rangers who don't have a viable melee option or upgraded Techniques.



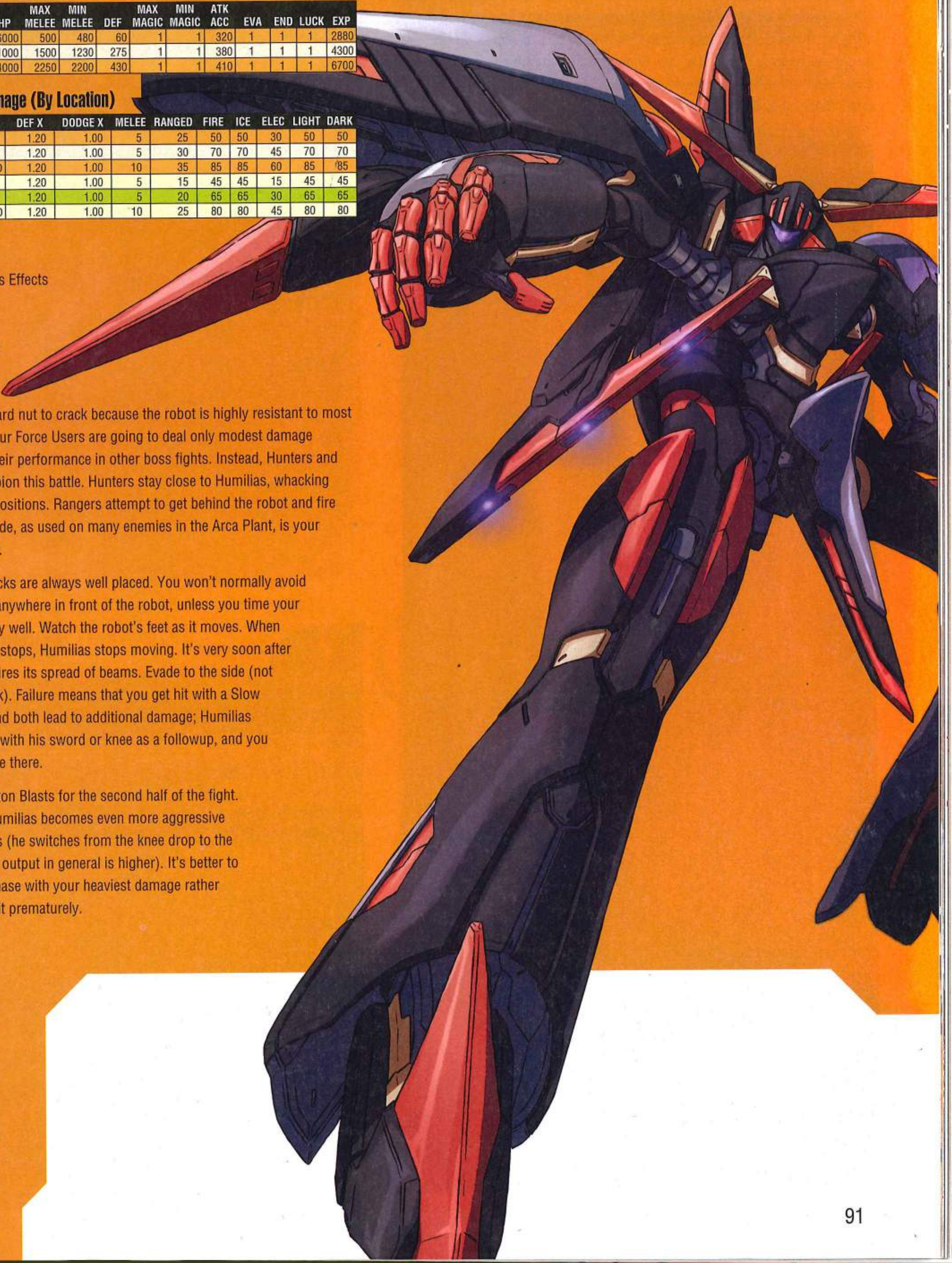
Humilias

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	6000	500	480	60	1	1	320	1	1	1	2880
HARD	1.00	11000	1500	1230	275	1	1	380	1	1	1	4300
SUPER HARD	1.00	14000	2250	2200	430	1	1	410	1	1	1	6700

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
FRONT & FLANKS	NORMAL	1.20	1.00	5	25	50	50	30	50	50
	HARD	1.20	1.00	5	30	70	70	45	70	70
	SUPER HARD	1.20	1.00	10	35	85	85	60	85	85
REAR	NORMAL	1.20	1.00	5	15	45	45	15	45	45
	HARD	1.20	1.00	5	20	65	65	30	65	65
	SUPER HARD	1.20	1.00	10	25	80	80	45	80	80



Immunities

- All Status Effects

Attribute

- Machine

Tactics

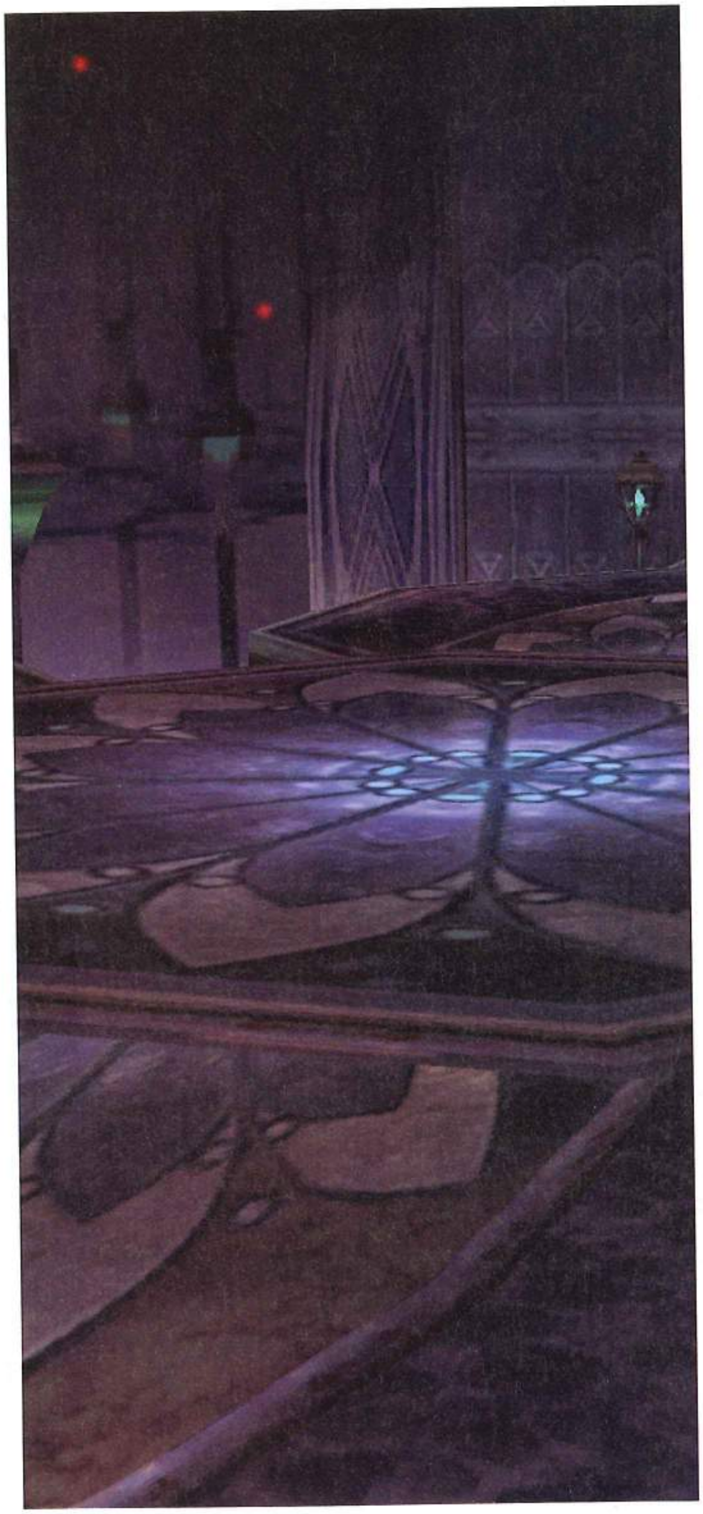
Humilias is a hard nut to crack because the robot is highly resistant to most Techniques. Your Force Users are going to deal only modest damage compared to their performance in other boss fights. Instead, Hunters and Rangers champion this battle. Hunters stay close to Humilias, whacking its feet as it repositions. Rangers attempt to get behind the robot and fire at its back. Zonde, as used on many enemies in the Arca Plant, is your best Technique.

Humilias's attacks are always well placed. You won't normally avoid them if you're anywhere in front of the robot, unless you time your evade extremely well. Watch the robot's feet as it moves. When the wind effect stops, Humilias stops moving. It's very soon after that the robot fires its spread of beams. Evade to the side (not forward or back). Failure means that you get hit with a Slow effect or Ice, and both lead to additional damage; Humilias slams the area with his sword or knee as a followup, and you don't want to be there.

Save your Photon Blasts for the second half of the fight. That's when Humilias becomes even more aggressive with his attacks (he switches from the knee drop to the sword, and his output in general is higher). It's better to shorten that phase with your heaviest damage rather than rush into it prematurely.

The Dark Shrine

Even on the moon, where Mother Trinity's power is greatest, she lives in seclusion. Apart from her creations, this machine hides in the shadows. The creatures that creep through the Dark Shrine are infused with a sickness; its cause is unknown. These dark enemies are best countered with weapons and armor that destroy Darkness and resist Darkness and Light.



Derreo

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	362	0	0	10	120	100	300	280	1	10	27
HARD	1.05	415	0	0	101	238	219	340	460	5	20	131
SUPER HARD	1.10	808	0	0	186	389	359	400	600	10	30	165

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	20	20	20	20	50	0
	HARD	1.00	1.00	30	30	30	30	30	70	0
	SUPER HARD	1.00	1.00	50	50	50	50	50	90	20

Immunities

- None

Attribute

- Dark

Tactics

Derreos are small, white circles that fly through the Dark Shrine; you see them during the first half of the level. They're easy to kill, pose a minimal risk, and should be taken out after you've fought the more dangerous enemies in a room. All of the Light targets in the early Dark Shrine are best killed with Megid (the Dark elemental Technique).

Zerreo

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	361	0	0	10	120	100	300	280	1	10	27
HARD	1.05	422	0	0	101	238	219	340	460	5	20	131
SUPER HARD	1.10	802	0	0	186	389	359	400	600	10	30	165

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	20	20	20	20	0	50
	HARD	1.00	1.00	30	30	30	30	30	0	70
	SUPER HARD	1.00	1.00	50	50	50	50	50	20	90

Immunities

- None

Attribute

- Dark

Tactics

Zerreos appear after you enter the second portion of the Dark Shrine. They're almost identical to their Light-affiliated cousins, save that Grants is the better Technique for killing them. Their strength and tactics are otherwise identical to their cousins. Kill them last and worry more about nastier targets first.

Eulid

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	506	393	377	40	0	0	320	280	1	10	81
HARD	1.05	951	625	589	137	0	0	350	440	10	20	299
SUPER HARD	1.10	1757	1018	984	200	0	0	420	580	30	30	351

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	30	20	20	20	50	0
	HARD	1.00	1.00	20	30	20	20	20	70	0
	SUPER HARD	1.00	1.00	40	60	50	40	50	100	20

Immunities

- Death (Super Hard)

Attribute

- Dark

Tactics

Eulid don't possess terribly much health, but they're ruthless damage dealers. These mysterious creatures have few visual features, but their long legs slice through everything that gets close to them. Kill them at range, preferably with Megid. Melee attackers work well against them too, but it's important to let someone else distract the Eulid before you get close. Flank the enemy before attacking to save yourself from serious damage. Eulid still get you with their melee spins, but only dedicated Rangers and Force Users may avoid everything here.

Eulada

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	511	399	379	40	0	0	320	280	1	10	81
HARD	1.05	943	616	607	137	0	0	350	440	10	20	299
SUPER HARD	1.10	1776	1018	1002	197	0	0	420	580	30	30	351

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	30	20	20	20	0	50
	HARD	1.00	1.00	20	30	20	20	20	0	70
	SUPER HARD	1.00	1.00	40	60	50	40	50	20	100

Immunities

- Death (Super Hard)

Attribute

- Dark

Tactics

Eulada are the Dark-side version of the Eulids. They have the same overall appearance (save for their dark skintone), and they too rely on melee damage. Use Grants to kill them, or pair up to distract the target and have melee characters kill them quickly from behind.

Eulidveil

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	667	441	423	50	0	0	350	280	1	30	117
HARD	1.05	1068	642	612	156	0	0	370	440	10	30	387
SUPER HARD	1.10	1946	1015	1008	267	0	0	440	580	30	50	482

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	30	40	30	30	30	60	0
	HARD	1.00	1.00	30	40	30	30	30	80	0
	SUPER HARD	1.00	1.00	40	70	60	60	60	100	20

Immunities

- Death (Super Hard)

Attribute

- Dark

Tactics

Eulidveils are a rare variety of Eulid, the same as in the first portion of the Dark Shrine. These guys have an entirely upgraded upper body. This makes them easy to spot at range, so you know that you're dealing with tougher targets. Eulidveils have more health, do more damage, and have upgraded Resistances. Megid and melee are still the way to go, as people without these options do only modest damage.

Euladaveil

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	686	448	418	50	0	0	350	280	1	1	117
HARD	1.05	1098	646	619	156	0	0	370	440	10	50	387
SUPER HARD	1.10	1945	1041	1009	267	0	0	440	580	30	50	482

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	30	40	30	30	30	0	60
	HARD	1.00	1.00	30	40	30	30	30	0	80
	SUPER HARD	1.00	1.00	40	70	60	60	60	20	100

Immunities

- Death (Super Hard)

Attribute

- Dark

Tactics

Euladaveils finish off the series of Eulid-based enemies. The rare, Dark-associated Eulids also have upgraded torsos. They're just as easy to spot. As usual, a mix of melee and Grants should kill them without too much trouble on your part.

Phobos

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	1180	477	453	59	259	241	330	240	10	10	288
HARD	1.05	2137	750	739	204	490	473	360	400	30	20	702
SUPER HARD	1.10	3071	1194	1180	319	782	762	430	560	50	30	925

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	10	30	40	50	20	50	0
	HARD	1.00	1.00	20	30	40	50	20	70	0
	SUPER HARD	1.00	1.00	40	50	70	90	50	100	20

Immunities

- Confuse (Normal, Hard, Super Hard)
- Death (Hard, Super Hard)

Attribute

- Dark

Tactics

Phobos are large, white monsters that close to melee range and pound your people with their fists. Prepare yourself for high health and a considerable defense. The good news is that Phobos move slowly and are easily dispatched when teams work together and gang rush them. Melee and Megid are wonderful (they're always good for Light enemies in the Dark Shrine). Lacking that, ranged attacks and Zonde are good as well. Anyone at a safe range should use as many heavy attacks as possible. This delays the Phobos and gives other characters an easier time with their close-range attacks.

Phobos Dyna

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	1205	507	488	30	295	278	500	320	20	20	450
HARD	1.05	2172	841	821	129	546	532	520	480	40	30	845
SUPER HARD	1.10	3116	1356	1314	234	821	809	520	620	60	50	1184

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	30	40	50	20	50	0
	HARD	1.00	1.00	30	30	40	50	20	70	0
	SUPER HARD	1.00	1.00	50	60	90	80	60	100	20

Immunities

- Confuse (Normal, Hard, Super Hard)
- Death (Hard, Super Hard)

Attribute

- Dark

Tactics

Rare Phobos have a thick plume of scales that grow behind their heads. These enemies are known as Phobos Dynas. Dynas have more health and do more damage, but there isn't a big margin between these creatures and their normal cousins. Even the upgraded Resistances won't make a huge difference (especially when you factor in the decreased defense that Dynas have). You won't have any new problems killing these creeps.

Zaphobos

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	1180	477	453	58	264	240	330	240	10	10	288
HARD	1.05	2137	759	728	204	481	466	360	400	30	20	702
SUPER HARD	1.10	3071	1170	1150	319	777	747	430	560	50	30	925

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	10	30	40	50	20	0	50
	HARD	1.00	1.00	20	30	40	50	20	0	70
	SUPER HARD	1.00	1.00	40	50	70	90	50	20	100

Immunities

- Confuse (Normal, Hard, Super Hard)
- Death (Hard, Super Hard)

Attribute

- Dark

Tactics

Zaphobos are in the second half of the Dark Shrine. They have the normal weakness to Grants (the Light Technique) and are best killed by two or more enemies ganging up for high burst damage. This prevents some of the Zaphobos' attacks and lowers the total damage taken by the party, even if there are other enemies in the same area.

Zaphobos Dyna

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	1205	507	488	29	294	278	500	320	20	20	450
HARD	1.05	2172	841	821	129	546	532	520	480	40	30	845
SUPER HARD	1.10	3116	1356	1314	234	816	809	520	620	60	50	1184

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	30	40	50	20	0	50
	HARD	1.00	1.00	30	30	40	50	20	0	70
	SUPER HARD	1.00	1.00	50	60	90	80	60	20	100

Immunities

- Confuse (Normal, Hard, Super Hard)
- Death (Hard, Super Hard)

Attribute

- Dark

Tactics

Zaphobos Dynas are exactly what you'd expect. They're equivalent to the Light versions, save that they're killed with Grants instead of Megid. The creatures of the Dark Shrine do what they do fairly well, but they don't have many secrets.

Fragments of Mother Trinity

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	1600	450	440	85	450	440	330	1	1	1	2
HARD	1.00	3850	950	890	150	950	890	380	1	1	1	2
SUPER HARD	1.00	5000	1300	1150	200	1400	1250	420	1	1	1	2

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
HUMAN	NORMAL	1.00	1.00	5	10	40	40	40	20	40
	HARD	1.00	1.00	5	10	50	50	40	30	50
	SUPER HARD	1.00	1.00	5	15	70	70	70	50	70
CAST	NORMAL	1.10	1.00	10	20	30	30	15	15	30
	HARD	1.10	1.00	10	20	40	40	20	25	40
	SUPER HARD	1.10	1.00	15	25	60	60	30	40	60
NEWMAN	NORMAL	0.95	1.00	0	5	45	45	45	40	45
	HARD	0.95	1.00	0	5	65	65	55	50	65
	SUPER HARD	0.95	1.00	0	10	85	85	85	70	85

Immunities

- All Status Effects

Attribute

- Dark

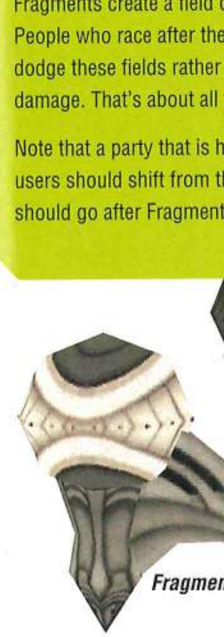
Tactics

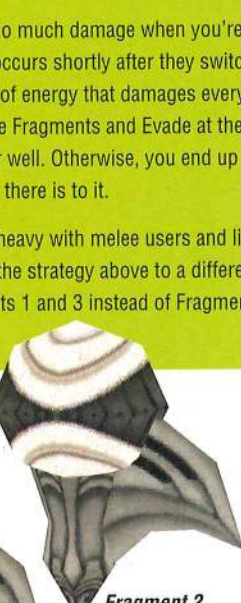
Mother Trinity releases three Fragments of herself during the first stage of her fight. You can't hurt Mother Trinity until two of these are destroyed. All three of these targets are relatively weak to melee and ranged attacks; it's much harder for Technique users to know which to go after. Look at the pictures of all three enemies. The third picture has a Fragment with a thick white band in the center (we'll call this guy "Fragment 1"). That's the WORST Fragment for Technique users. It's extremely resistant to almost everything they have. All characters should leave that one undamaged.

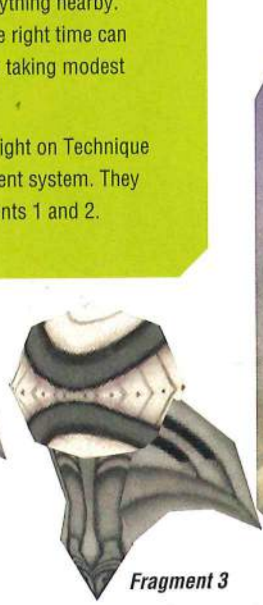
All characters are relatively good at killing the Fragment with a narrow black band in its center ("Fragment 2"). It's the best initial target. Next, kill the one with two small black stripes ("Fragment 3"). After it dies, you start the second phase of the fight and get to hit Mother Trinity herself.

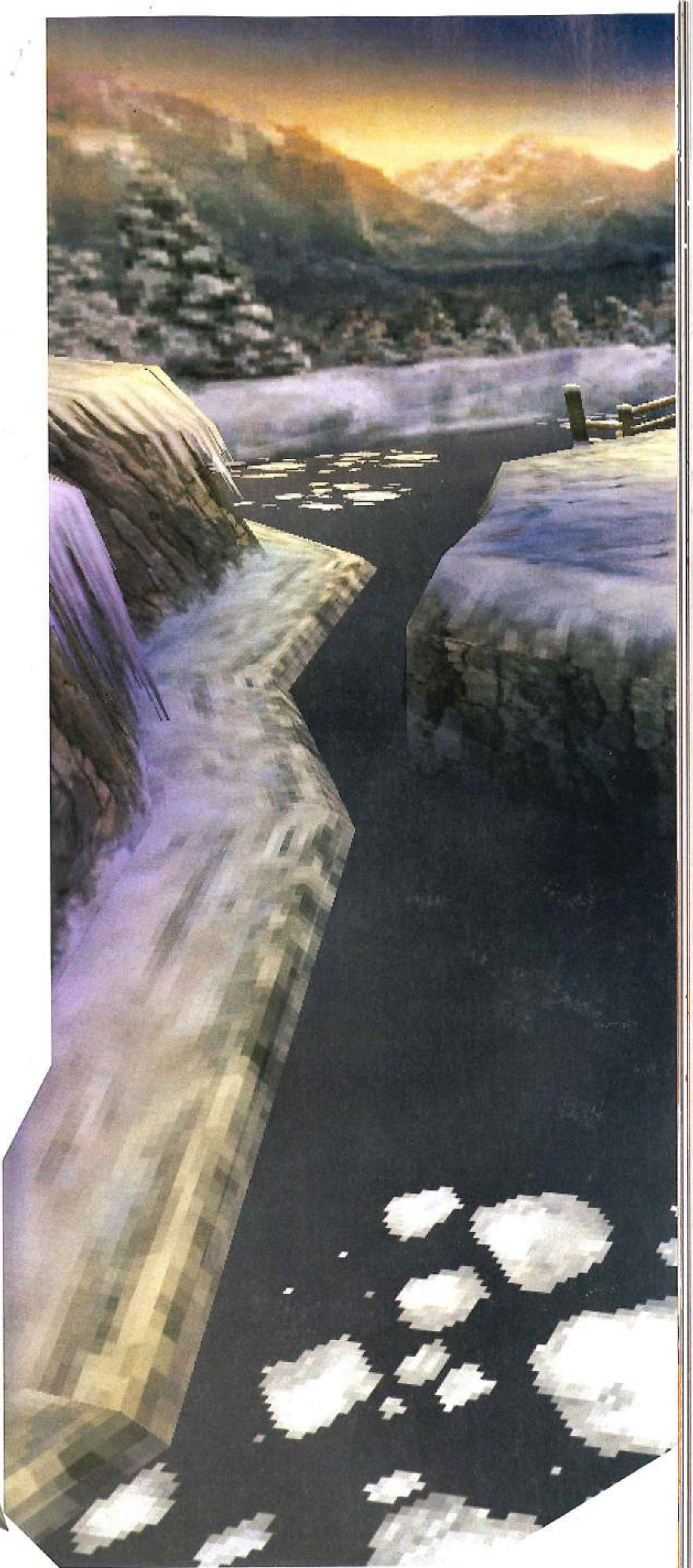
These Fragments don't do much damage when you're close to them. The trouble they create occurs shortly after they switch positions. The Fragments create a field of energy that damages everything nearby. People who race after the Fragments and Evade at the right time can dodge these fields rather well. Otherwise, you end up taking modest damage. That's about all there is to it.

Note that a party that is heavy with melee users and light on Technique users should shift from the strategy above to a different system. They should go after Fragments 1 and 3 instead of Fragments 1 and 2.


Fragment 1


Fragment 2


Fragment 3



Mother Trinity

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	3500	650	620	65	1100	950	330	1	1	1	3
HARD	1.00	7000	1300	1270	130	1800	1650	380	1	1	1	3
SUPER HARD	1.00	9500	2200	1900	160	2300	2100	450	1	1	1	3

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.10	1.00	0	20	40	40	40	30	30
	HARD	1.10	1.00	0	20	55	55	55	45	45
	SUPER HARD	1.10	1.00	0	25	75	75	75	65	85
HEAD	NORMAL	0.70	1.00	0	10	35	35	35	25	25
	HARD	0.70	1.00	0	10	50	50	50	40	40
	SUPER HARD	0.80	1.00	0	15	65	65	65	55	75
RIGHT HAND	NORMAL	1.20	1.00	0	10	35	35	35	25	30
	HARD	1.20	1.00	0	10	45	45	45	35	40
	SUPER HARD	1.20	1.00	0	15	65	65	65	55	80
LEFT HAND	NORMAL	1.20	1.00	0	10	35	35	35	25	30
	HARD	1.20	1.00	0	10	45	45	45	35	40
	SUPER HARD	1.20	1.00	0	15	65	65	65	50	80

Immunities

- All Status Effects

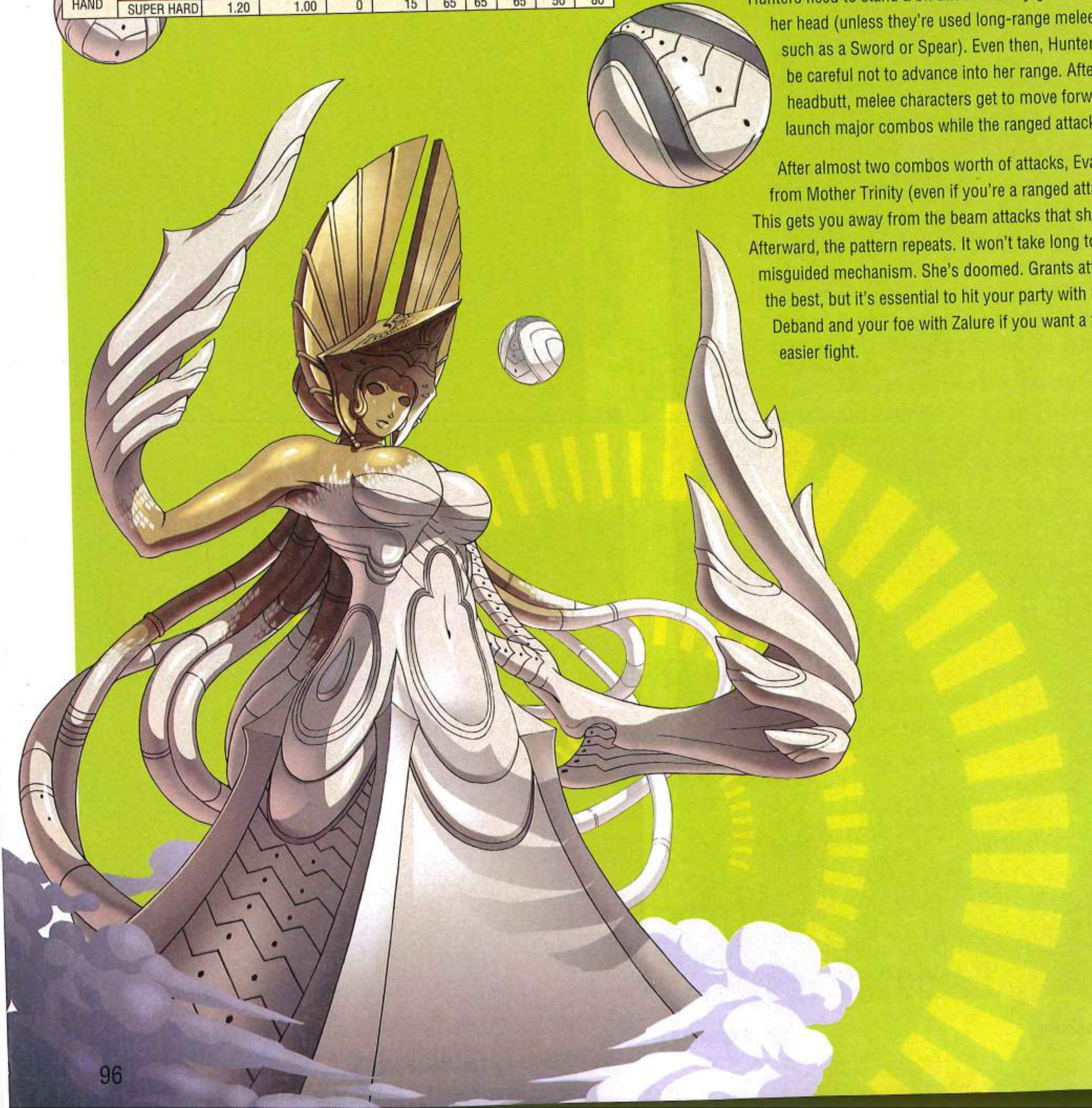
Attribute

- Dark

Tactics

Mother Trinity comes forward when two of her fragments are killed. For a boss at her stage in the game, Mother Trinity is actually quite easy. Don't be overeager, since the vast majority of damage here is avoidable. Mother Trinity bashes her head into the ground three times in a row between her ranged attacks. Don't stand close to the edge while she's doing this. Rangers and Force Users get to blast away with impunity, but Hunters need to stand a bit back and only grab single hits on her head (unless they're used long-range melee weapons, such as a Sword or Spear). Even then, Hunters must be careful not to advance into her range. After the third headbutt, melee characters get to move forward and launch major combos while the ranged attacks charge.

After almost two combos worth of attacks, Evade away from Mother Trinity (even if you're a ranged attacker). This gets you away from the beam attacks that she launches. Afterward, the pattern repeats. It won't take long to kill this misguided mechanism. She's doomed. Grants attacks are the best, but it's essential to hit your party with Shifta/Deband and your foe with Zalure if you want a faster and easier fight.



Dark Falz

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	8600	800	770	77	1440	1340	330	1	1	1	4000
HARD	1.00	12000	1600	1450	135	1830	1630	380	1	1	1	6000
SUPER HARD	1.00	16000	2150	2000	350	2350	2000	480	1	1	1	10000

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
HEAD	NORMAL	0.85	1.00	0	10	80	80	80	50	80
	HARD	0.85	1.00	0	10	80	80	80	60	80
	SUPER HARD	0.90	1.00	10	25	85	85	85	80	90
FORELEG	NORMAL	0.90	1.00	5	10	80	80	80	80	80
	HARD	0.90	1.00	5	10	80	80	80	80	80
	SUPER HARD	0.95	1.00	10	25	90	90	90	85	90
HINDLEG	NORMAL	1.10	1.00	10	50	80	80	80	75	80
	HARD	1.10	1.00	10	50	80	80	80	75	80
	SUPER HARD	1.10	1.00	60	70	90	90	90	85	95
SPHERES	NORMAL	1.00	1.00	0	30	80	80	80	70	80
	HARD	1.00	1.00	0	30	80	80	80	70	80
	SUPER HARD	1.00	1.00	0	30	85	85	85	75	85

Immunities

- All Status Effects

Attribute

- Dark

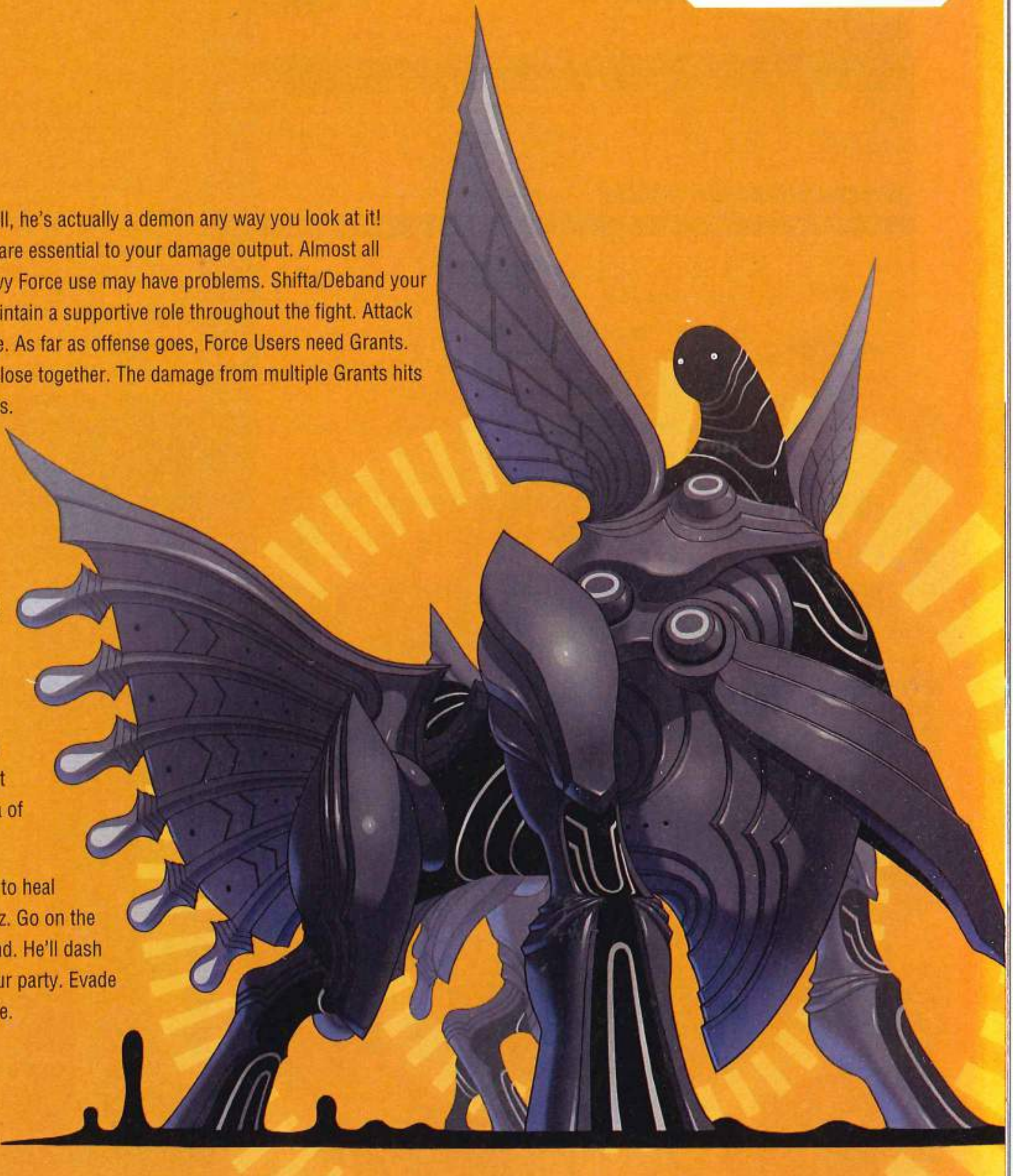
Tactics

Dark Falz is a demon when it comes to damage. Well, he's actually a demon any way you look at it! Killing him takes some precision. Melee characters are essential to your damage output. Almost all Techniques do limited damage, so groups with heavy Force use may have problems. Shifta/Deband your party as soon as you can, and have Force Users maintain a supportive role throughout the fight. Attack if they can, but focus more on healing everyone else. As far as offense goes, Force Users need Grants. Charge this Technique if the spheres are relatively close together. The damage from multiple Grants hits is enough to put Force characters back on the charts.

Rangers and Hunters should focus their attacks on the head. This is where Dark Falz takes the most damage, and it isn't hard to hit. The problem is more one of tactical placement. You can't group your characters together; these spheres blast you to pieces if you do. Spread out, with any redundant melee characters on opposite sides of the head. Rangers must stay back a short distance.

Evade to avoid the spheres, and stay on the lookout for the dark arm that rises from the ground periodically. That thing hurts when it hits you, and it provides another reason for spreading out (the area of effect on the arm is substantial).

If everyone knows where to stand, it's not too hard to heal through the damage and keep attention on Dark Falz. Go on the defensive when the demon descends into the ground. He'll dash back and forth and attempt to score free hits on your party. Evade until he finishes his routine, then resume all damage.



The Eternal Tower

The Eternal Tower is your greatest test of endurance in *Phantasy Star Zero.* Your party is required to climb to the 101st floor of a massive tower. Each floor has five rooms, and most of them are filled with enemies. There are random creatures on most floors, so you see targets from all over the world. That's rough because you don't know which weapons to bring. It's best to have several good weapons on hand in case there are particularly rough fights. Always have at least one good Machine and one reliable Dark weapon on hand. Arkzeins show up often, and they're foul if you aren't ready.

There are only four enemies native to the Eternal Tower (shown below).

Shot Mother

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	2500	700	680	80	500	480	340	280	30	10	1500
HARD	1.05	6000	880	860	120	650	630	370	330	40	30	3000
SUPER HARD	1.10	10000	1200	1180	240	800	780	450	560	50	50	6000

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	0	20	20	20	20	20	20
	HARD	1.00	1.00	0	30	30	30	30	30	30
	SUPER HARD	1.00	1.00	20	40	40	40	40	40	40

Immunities

- Freeze (Normal, Hard, Super Hard)
- Shock (Normal, Hard, Super Hard)
- Confuse (Normal, Hard, Super Hard)
- Death (Normal, Hard, Super Hard)

Attribute

- Dark

Tactics

Shot Mothers have a chance of appearance every 10 levels in the Eternal Tower. These bosses are one of the easier leaders to kill; they have a low Resistance to melee attacks, and a skilled player can disrupt many of their pistol shots. Come in from a diagonal angle of attack and use light + heavy + heavy combos. Even a single person doing this makes a huge difference in the Shot Mother's output. She'll fall quickly and quietly.

Force Mother

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	2500	700	680	80	500	480	340	280	30	10	1500
HARD	1.05	6000	880	860	120	650	630	370	330	40	30	3000
SUPER HARD	1.10	10000	1200	1180	240	800	780	450	560	50	50	6000

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	0	0	20	20	20	20	20
	HARD	1.00	1.00	0	0	30	30	30	30	30
	SUPER HARD	1.00	1.00	20	20	40	40	40	40	40

Immunities

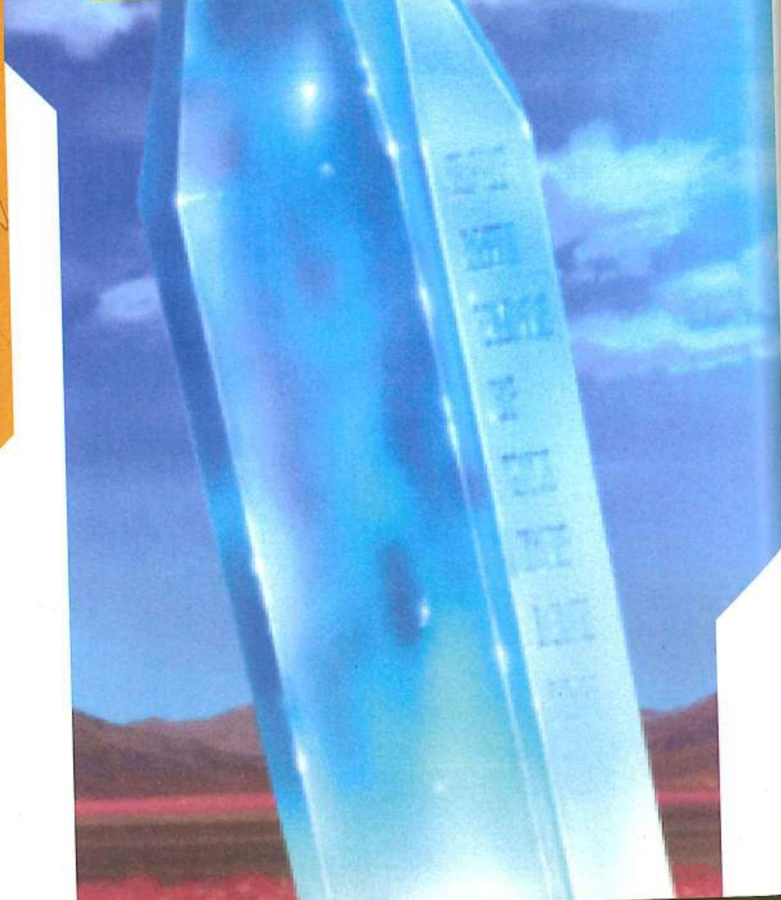
- Freeze (Normal, Hard, Super Hard)
- Shock (Normal, Hard, Super Hard)
- Confuse (Normal, Hard, Super Hard)
- Death (Normal, Hard, Super Hard)

Attribute

- Dark

Tactics

Force Mothers are weak to melee and ranged attacks. Swarm them with all of your party members and attack quickly. The more time you give to Force Mothers, the harder they'll hit your people; their plan is to race to long range and pound you with Techniques. Raw aggression is the best counter to their tactics. Even with your AI people there, these mid-bosses aren't a major threat. That said, spread out to avoid area-of-effect damage from the Force Mother's Techniques. Failure on this causes your party to take high burst damage!



Blade Mother

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	2500	700	680	80	500	480	340	280	30	10	1500
HARD	1.05	6000	880	860	120	650	630	370	330	40	30	3000
SUPER HARD	1.10	10000	1200	1180	240	800	780	450	560	50	50	6000

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	20	0	0	0	0	0
	HARD	1.00	1.00	30	30	0	0	0	0	0
	SUPER HARD	1.00	1.00	40	40	20	20	20	20	20

Immunities

- Freeze (Normal, Hard, Super Hard)
- Shock (Normal, Hard, Super Hard)
- Confuse (Normal, Hard, Super Hard)
- Death (Normal, Hard, Super Hard)

Attribute

- Dark

Tactics

Blade Mothers are strong against melee and ranged attacks but have little Resistance to all Techniques. Force Users should stay at medium range to pound them, while Rangers Debuff them to complement that damage. Melee attackers need to stay close to the Blade Mother; this keeps her focused. If you're controlling the melee user, heal yourself, take the hits, and respond with fast sword combos. Evade when you can. Because the Eternal Tower is only available offline, melee players have the worst time in these fights. You must keep the Blade Mother off of your group and do the most damage even though the boss is somewhat resistant to your blows. At least you get to teleport home afterward for extra healing items.

Heaven's Mother

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	5000	820	800	120	600	580	370	330	50	30	3000
HARD	1.05	9600	1100	1080	240	800	780	380	500	60	50	6000
SUPER HARD	1.10	15000	1550	1500	360	1050	1000	470	600	70	100	9000

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF X	DODGE X	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	20	20	20	20	20	20	20
	HARD	1.00	1.00	30	30	30	30	30	30	30
	SUPER HARD	1.00	1.00	40	40	40	40	40	40	40

Immunities

- Freeze (Normal, Hard, Super Hard)
- Shock (Normal, Hard, Super Hard)
- Confuse (Normal, Hard, Super Hard)
- Death (Normal, Hard, Super Hard)

Attribute

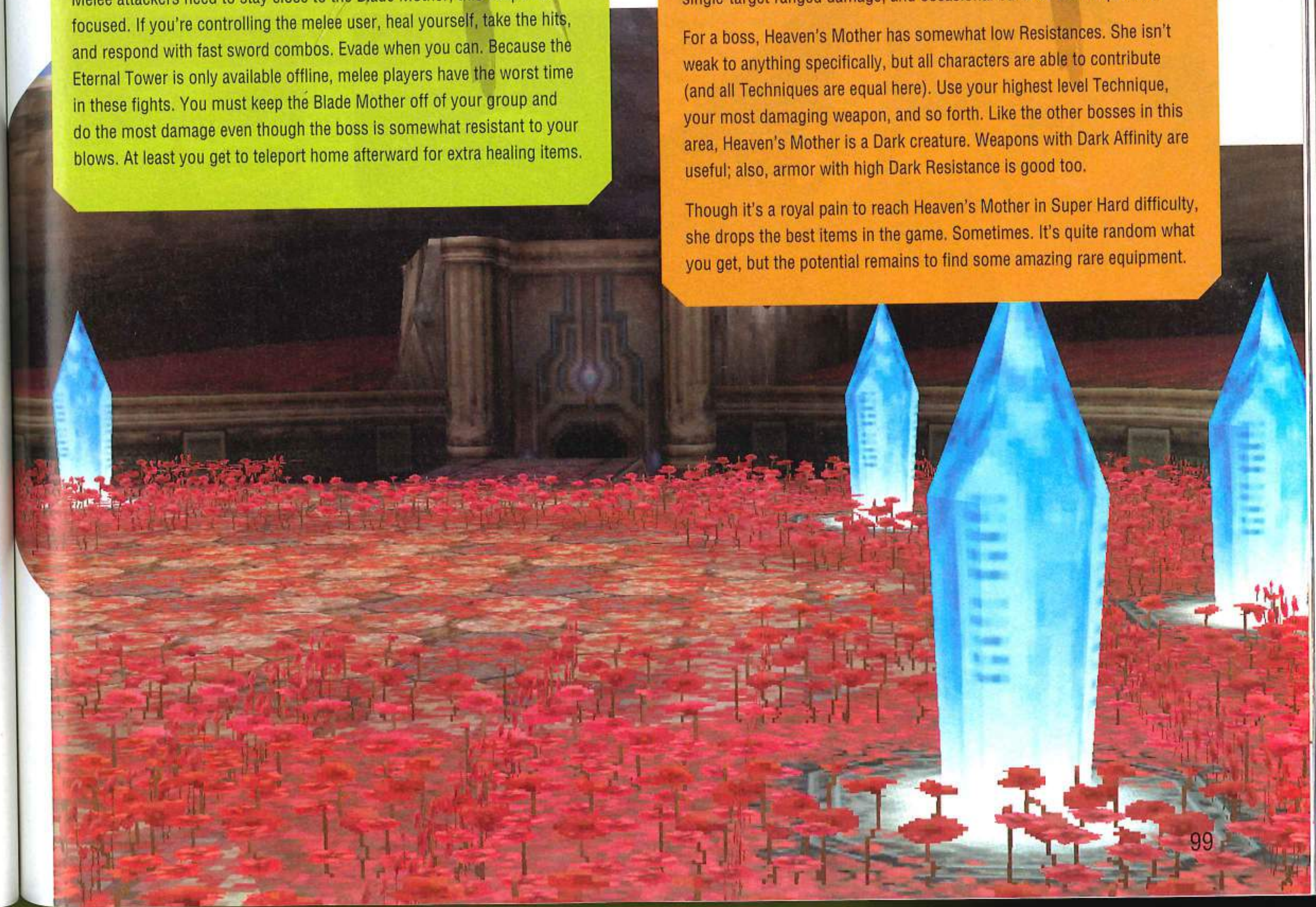
- Dark

Tactics

Heaven's Mother is the boss on the 101st floor of the Eternal Tower; that's the only place you find her in the entire game. She's a mixture of all the tower's mid-bosses. Anticipate her combination of blade attacks, single-target ranged damage, and occasional burst of Technique use.

For a boss, Heaven's Mother has somewhat low Resistances. She isn't weak to anything specifically, but all characters are able to contribute (and all Techniques are equal here). Use your highest level Technique, your most damaging weapon, and so forth. Like the other bosses in this area, Heaven's Mother is a Dark creature. Weapons with Dark Affinity are useful; also, armor with high Dark Resistance is good too.

Though it's a royal pain to reach Heaven's Mother in Super Hard difficulty, she drops the best items in the game. Sometimes. It's quite random what you get, but the potential remains to find some amazing rare equipment.



QUESTING FOR FUN AND PROFIT

Story Mode gives you the option to play offline. This version of the game is quite similar to online play, though there are unique benefits to each. Though you can't play with your friends, there are computer-controlled allies that join as you fight through the quests ahead. The enemies are slightly easier (e.g., they have lower stats), but they are also worth slightly less Experience.

Altogether, it's easier to play with a group of real players, but Story Mode is accessible at any time and is quite rewarding. You don't have to worry about outleveling anyone, and the game is always ready when you want it.

You are free to jump between online and offline play at will. Characters that partake in both are not penalized or restricted, so you can level in your free time and still join friends later, when they're available.

The Paths You Choose

Story Mode changes depending on which race you're currently playing. The first few story quests are determined by race. This affects the order of characters you meet and the regions you see early on.

The following walkthrough is divided into the three playable races (Human, CAST, and Newman). Read through the section that pertains to your character's race. Then, look toward the end of the chapter after you've gotten your third ally. This is the point where the stories merge. For the final few story quests, everyone, of all races, has the same tasks. Complete these to beat the game and unlock new challenges.

Human Walkthrough

Kai

So far, so good, Vash.

Your Human is no stranger to hard work and survival. The planet has suffered greatly over the past 200 years, and nobody knows much about what life was like before then. All you know is that each day is a new one; there are monsters in the wilderness, and your job is to put them down!

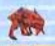
You and Kai, a veteran in the Hunter's Guild, have plenty to do in Dairon City. Not only are there more monsters than ever, but you've also heard rumors of people destroying important ruins.

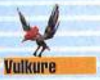
Explore Dairon City for a few minutes, and then go with Kai to the Hunter's Guild and accept your first quest, "The Valley King."

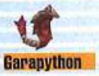
The Valley King ★

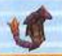
1,000 Meseta

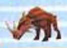
monsters

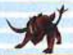

Ghowl

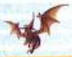

Vulkure


Garapython


Garahadan


Grimble


Helion


Reyburn

description

A giant hostile has appeared in the valley. Investigate at once.

??????

Aaaaaaaaah!
I-Is this a... Do dragons really exist?!

Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	0.5	0.6	0.5	0.9	0.5	0.75	0.5
Bosses	0.7	0.7	0.8	-	-	0.7	0.6

Affection Modifiers

New to the Hunter's Guild, your character heads to Gurhacia Valley with the experienced Hunter Kai. There, they meet the mysterious girl Sarisa. If you choose "Now she owes me" under choice 07, you'll receive a Dimate. If you're not interested in raising affection with Sarisa and Kai, it's okay to take the item.

Quest Details

You and Kai progress through Gurhacia Valley. Get comfortable with your character's combat potential as you fight the weaker Ghowls and Vulkures. Even the Garapythons and Grimbles are safe targets. Only the Helions stand to give you trouble. Use flanking attacks on them, and use the R Button to quickly access Monomates if you need healing.

There is a lone healing point midway through the level, which gives you a chance to catch your breath and take stock. Your character also returns to full HP/PP each time he or she gains a level. At this point in the game, that is a fairly common experience, so keep an eye on your needed EXP and avoid overhealing when you're about to get free health anyway!

Later in the level, after the second heal point, you find Reyburn. A strange girl named Sarisa helps you fight the creature. After the fight she seems to know you and hints that she may have clobbered you over the head in the past, but she evades any questions you ask her. While the two of you are talking over Reyburn's corpse, Kai shows up again.

Affection Chart

01 **Kai asks if you're ready to be a Hunter**
- Nod definitely (Kai +3)
- Nod hesitantly

02 **A voice asks you if you want to train under Kai**
- Answer confidently
- Cast eyes downward

03 **You are asked if you want to go on the Ravine Mission**
- Accept it agreeably (Kai +2)
- Nod
- Don't answer

04 **You are asked if you want to practice fighting**
- I want to learn
- I already know

05 **You are ordered to go on alone**
- Nod (Kai +2)
- Hesitate

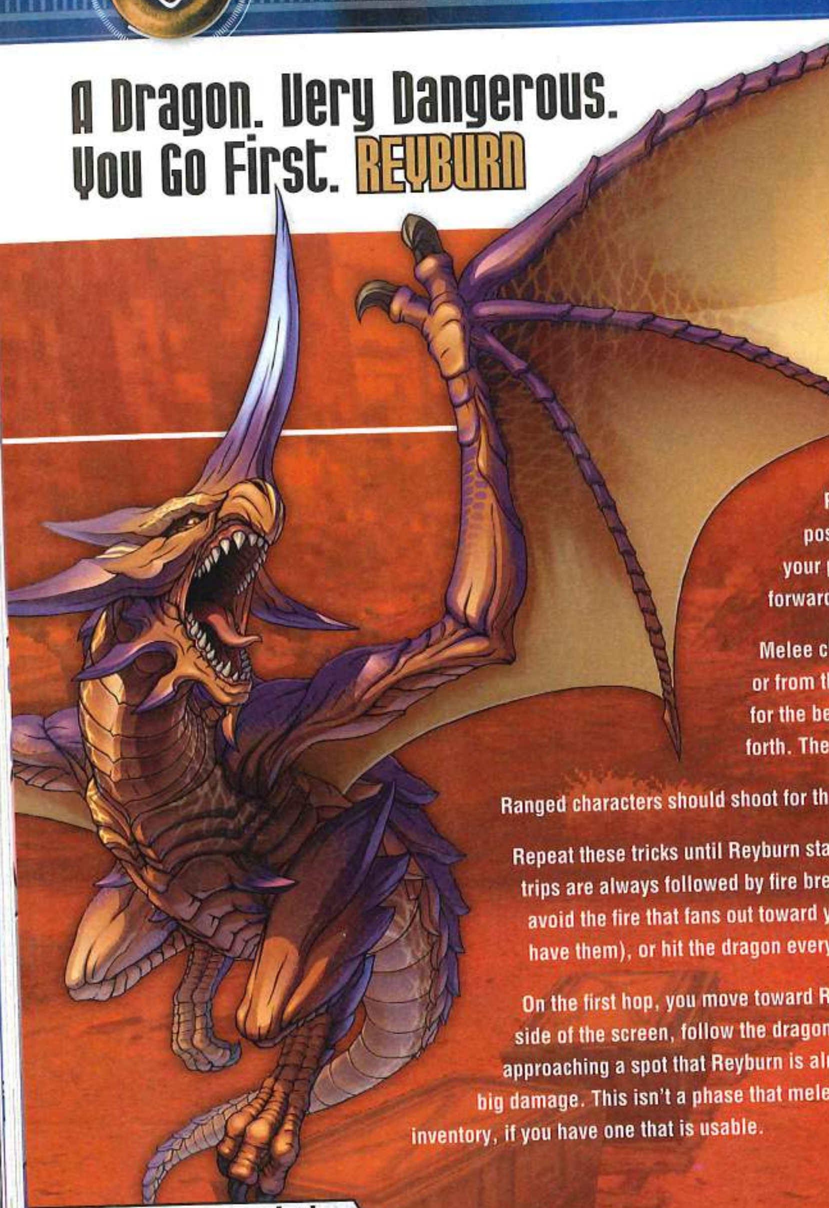
06 **You see a girl being chased by a dragon**
- Run to save her (Sarisa +2)
- Watch

07 **You are asked why you saved the girl**
- No reason (Sarisa +1)
- Because she's cute (Sarisa +2)
- Because now she owes me (receive Dimate)

08 **The girl asks you your name**
- "Your Name" (Sarisa +1)
- Kai
- Sarisa

09 **Kai asks you about Sarisa**
- She's a friend
- I don't know her
- Who are you again?

A Dragon. Very Dangerous. You Go First. REYBURN



Reyburn is a mean boss to face on your first time out. Watch the dragon's position constantly. Most of his attacks are based on where he is in relation to your party. If he's walking forward, be wary of his head and feet. His head lunges forward at nearby targets, and its feet deal damage to anyone who gets too close.

Melee characters should attack from the sides of the head when they get a lucky shot, or from the sides of the body (a much safer position). Use long-range melee weapons for the best results. Spears and Swords are easier to use than Sabers, Claws, and so forth. The closer you get to those feet, the more accidental damage you end up taking.

Ranged characters should shoot for the head, since Reyburn takes additional damage from head shots.

Repeat these tricks until Reyburn starts hopping. He'll pop up and fly to the other end of the screen. These short trips are always followed by fire breaths. Face Reyburn and run toward him and to the side. This lets you Evade to avoid the fire that fans out toward your party. Only try to damage Reyburn with super-long-range weapons (if you have them), or hit the dragon every second hop (see below for more detail).

On the first hop, you move toward Reyburn, dodge his fire, and trigger another hop. Instead of trying to get to his side of the screen, follow the dragon to the other side of the area as soon as he starts moving. You won't waste time approaching a spot that Reyburn is already vacating! Slash into him a little when he lands, then repeat. Don't expect big damage. This isn't a phase that melee characters enjoy. It's almost worth grabbing a ranged weapon from your inventory, if you have one that is usable.

Rangers do just fine, especially with Rifles and other long-ranged weapons. Avoid the fire and attack away.

Reyburn's rarest attacks are frustrating at first, but they aren't as effective as you might fear. The dragon lifts into the air and leaves the battlefield. Switch your attention to the minimap. Watch for Reyburn's blip and follow it to know where to dodge if he flies toward your group. Or, if it's a bombing run, wait until you hear the fire coming and Evade away from your group members.

Bring the dragon down for a glorious victory!

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	3300	300	260	11	230	200	280	1	1	1	300
HARD	1.00	10000	1020	1000	138	1000	905	350	1	1	1	2400
SUPER HARD	1.00	15500	1855	1595	430	1500	1350	385	1	1	1	4800

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF. MULTIPLIER	DODGE MULTIPLIER	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	0	10	65	15	50	55	55
	HARD	1.00	1.00	5	15	75	25	55	65	65
	SUPER HARD	1.00	1.00	10	20	95	35	55	85	85
HEAD	NORMAL	0.65	1.00	0	5	60	50	15	50	50
	HARD	0.65	1.00	0	10	70	55	25	60	60
	SUPER HARD	0.70	1.00	0	15	90	65	35	80	80
HEAD (AFTER BREAK)	NORMAL	0.55	1.00	0	0	55	45	10	45	45
	HARD	0.55	1.00	0	5	65	50	20	55	55
	SUPER HARD	0.60	1.00	0	10	85	60	30	75	75
BACK	NORMAL	1.00	1.00	5	50	60	60	60	60	60
	HARD	1.00	1.00	20	50	70	70	70	70	70
	SUPER HARD	1.00	1.00	30	55	95	95	95	95	95

Returning to town opens more dialogue. Kai and Gray stop you to chat. After some talking, you decide to let Sarisa accompany you. The Mayor mentions some ruins that haven't been explored yet by the people of Dairon City. These ruins were destroyed recently, and the Mayor wants to know if Sarisa knows anything. Supposedly, she doesn't.

Snowbound Rescue ★

1500 Meseta

monsters

Usanny

Stagg

Reyhound

Hildegao

Hildeghana

Hildegigas

description

Contact has been lost with an expedition team in the snowfields. Search and rescue.

Sarisa

It really is! Wow, this is just like that scene out of White Winter Wonderland!

Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	-	-	-	-	-	-	-
Bosses	-	-	-	-	-	-	-

Affection Modifiers

According to an arrangement between Kai and Dairon, the mayor of Dairon City, Sarisa becomes a member of the Hunters. Adding her to the group, they head to the Snowfield to find a search party that has gone missing.

The enemies that appear on the Rioh Snowfields are universally weak against Fire. When you leave the third zone and enter the final zone, the lair of the beast, Hildegao-type enemies will appear. Enemies that appear in this area normally appear in three sets of three, but in this quest, they will only appear in two sets of two. With that in mind, make sure to distribute healing items and PP accordingly.

There Are Traps Hidden in the Snow

Use Trap Vision to spot the traps that are strewn about this area.

DEVELOPER TIPS: BEGINNING THE GAME

When beginning the game, save all the grinders you collect (they increase a weapon's or armor's stats.) until finding a preferred weapon or armor within the first 3 missions.

Unless accompanied by a high-level character, avoid starting a multiplayer game when all players have yet to explore the first three missions.

Avoid incapacitation during main game boss battles by exploring previously explored areas and completing any new side missions to gain the experience.

Explore all areas to encounter rare areas and rare enemies.

Stock up on items before each mission and have a telepipe handy if items run low during a mission.

Affection Chart

01 Making your report about defeating the dragon in the ravine
- It was easy (Kai +1)
- Sarisa helped (Sarisa +2)

02 Showing Sarisa around the city
- No problem (Sarisa +1, Kai +2)
- Do you like it?

03 Sarisa asks to be friends
- Nod (Sarisa +1, Kai +2)
- Tilt your head

04 You are asked what to do now
- Report to the mayor
- Have a welcome party

05 Asked if it's okay for Sarisa to join the Hunters
- Sure (Sarisa +1)
- I have doubts

06 Asked if you should have a welcome party for Sarisa
- Agree (Sarisa +1)
- Work comes first (Kai +2)

07 Are you worried about the search party's falling out of contact?
- Nod firmly (Kai +2)
- Look worried

08 Sarisa sees snow for the first time
- Is this the first time you've seen it?
- It's nice to eat
- Throw a snowball at her (Sarisa +1)

09 Asked if you're cold
- I'm okay (Kai +1)
- Are you okay, Sarisa? (Sarisa +2)
- It's too cold

10 You discover a member of the search team
- Try to save him (Sarisa +1)
- Hasten Kai on (Kai +3)
- Prepare first

11 Asked if you think Sarisa has an odd way of thinking
- Tilt your head (Sarisa +1)
- Nod firmly (Kai +1)

12 Asked why the search team took such dangerous actions
- I don't know
- For money
- For romance

13 The member of the search team asks you to save his friends
- Hurry to save them (Sarisa +1)
- Leave it to us (Kai +2)
- Panic

14 Discover a member of the search team being attacked by enemies
- Interpose yourself and protect him (Sarisa +1, Kai +3)
- Leave it to Kai (Kai +2)
- Hide behind Sarisa

15 Told you did a good job
- Thanks to you two (Sarisa +2)
- Act proud (Kai +1)
- Tilt your head

16 The enemy attacks Sarisa
- Shout "Look out!" (Kai +2)
- Rush to Sarisa's side (Sarisa +3)
- Look at Kai

17 The mysterious man takes his leave
- Ask Sarisa
- Return to the city (Sarisa +1)
- Look hard at Sarisa (Kai +1)

18 You are asked if you should wait for Sarisa to talk
- Nod

Quest Details

Kai and Sarisa accompany you on this quest. After the first heal point, everyone stops to chat. Sarisa points out the Celestial Pillar (Kai tells you what it is called). Suddenly, there is a cry for help from an unknown source. It's a member of the expedition team. You send him back to town and head off the find the others.

You find the expedition and try to save them. There are Hildegao everywhere, and you fight them in duos. Each time a foe dies, another one takes its place. Focus your damage on single targets to finish the fight as quickly as possible. Watch your health and be ready to heal quickly if you're hit by a Hildegao's charge. Evading early is quite important, especially if the rest of your team falls.

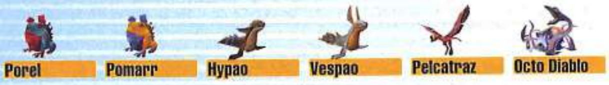
Be even more cautious if you're the last one standing and there are still enemies inbound. Keep your primary target between your character and the other enemy. This gives you more time to attack without being flanked. Reposition often to keep that advantage.

After you save the expedition team, Captain Reve shows up and saves Sarisa. Your group returns to town, where you talk to the Mayor. Walk to the southern section of town to find Nicolas. The merchant acts as if he's surprised to see you there. Find out why, then agree to search for Ogi (a friend of Nicolas). This opens a new story quest, "Clockworks."

Clockworks ★

2000 Meseta

monsters



description

Search for the CAST Ogi, missing in the Wetlands. He may be in trouble.

Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	1.5	1.3	1.5	1.05	-	1.2	2
Bosses	1.3	1.2	1.3	1.05	-	-	2

Affection Modifiers

After talking to Dairon and going out into the city, the group learns from a man named Nicolas that a Human who resembles your character appears in the image projection device. Nicolas also mentions that he hasn't heard from a Hunter called Ogi since he entered the Wetlands, and requests that you go to save him.

Ogi appears in the Ozette Wetlands, but since he's lost his body it might be a while before he can join your battle party. However, his affection ratings still change starting with this chapter. If you want to see Ogi's ending, make sure not only to raise Ogi's enthusiasm points, but also to not to make decisions that could raise the enthusiasm of other characters.

Disable Fences with Violence

Laser Fences can be switched off by attacking the switch.

Affection Chart

01 Asked why you didn't tell anyone about Reve
- Sarisa wouldn't talk about it (Sarisa +2)
- Kai said not to

02 Nicolas approaches
- Raise your hand and answer
- Tilt your head

03 Nicolas asks if you might live for 200 years
- No way
- You'll live longer

04 You're told that a CAST named Ogi has gone missing
- The one the Mayor was talking about? (Ogi +2)
- What happened?

05 You're asked to search for Ogi
- Accept (Ogi +1)
- I'll think about it

06 Thoughts about the Ozette Wetlands
- Seems creepy
- Pretty scenery
- The ground looks unstable (Sarisa +1)

07 Ogi asks your name
- "Your name" (Ogi +2)
- It's not important (Kai +1)
- Kai

08 Ogi asks if you might live 200 years
- What, that again? (Ogi +1)
- You'll live longer
- You've just been born

09 Listen to Ogi's story about the device they discovered
- I'm interested (Ogi +2)
- I'm not interested

10 Asked if you would subjugate the Enemy in Ogi's place
- Accept (Sarisa +1, Kai +2, Ogi +3)
- Refuse
- Leave it to Kai (Kai +1)
- Leave it to Sarisa (Sarisa +1)

11 Sarisa says she's afraid of going into strange places
- Tilt your head
- Shake your head

12 Sarisa is caught by a tentacle
- Watch what happens
- Rush to save her (Sarisa +2)

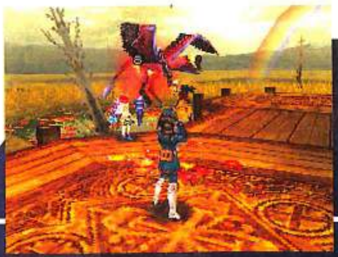
Quest Details

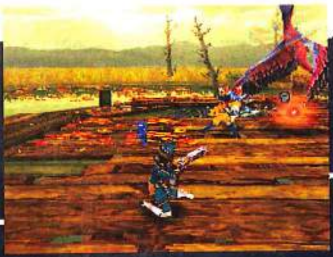
Fight your way into the Ozette Wetlands. Just after the first healing point, you find Ogi's head. The dismembered CAST asks you a strange question. Afterward, he explains how he got into his current predicament, then humbly asks if you are willing to clear the area for him.

The biggest threat in the area appears when you pass the second heal point. Octo Diablo shows his ugly face and suddenly Sarisa gets a bit queasy. It's time for a fight!

Tentacle Scorn

OCTO DIABLO





PHASE ONE

Octo Diablo covers the entire region. His tentacles stretch out and try to slam people. When an arm near you rises, stay mobile and don't let it slam down on you. You usually won't have to Evade to get out of the way. Indeed, it's harder to time if you try this. Instead, run left or right when the tentacles rise and turn around for free attacks after the tentacles slap down. Only Evade if your character gets a slow start and you're worried that the arm is going to come down before you're out of the way.

Occasionally, Octo Diablo blasts ink in your direction. Watch for this and Evade to either side to avoid the attack. These attacks aren't too painful, and they don't happen often. If you eat one here and there, it's not the end of the fight.

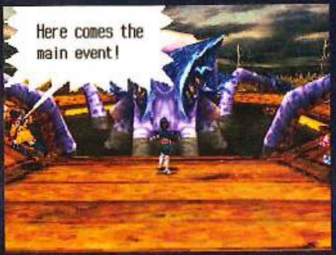
When Octo Diablo starts spinning all of his tentacles, Evade to the outside of the circle. That's the only way to avoid damage. It's hard to get the timing right at first, but eventually you can avoid all damage from this attack! Stay near the outside of the circle while slashing tentacles to make the process even easier for yourself.

The octopus's other special attack in phase one is a sucking maneuver that draws characters toward him. Run away and to the side while this occurs. Don't Evade yet. Wait for the attack to end, pause a brief moment, and then Evade as a wide jet of ink flies toward your character. This is the hardest thing to avoid in phase one. A successful dodge gives you time to approach Octo Diablo's head and score free hits before he returns to the center. Failure means that you take major damage and are slowed for a short period of time.

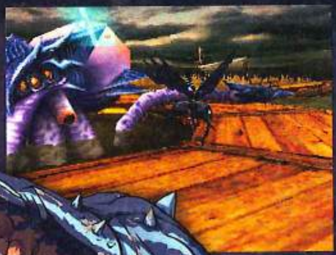
It doesn't matter which tentacle you attack; all the health goes toward Octo Diablo's total. Keep the damage flowing, and eventually you reach phase two.

PHASE TWO

Octo Diablo brings his head up on one side of the docks. Approach the head and start attacking that along with the two exposed tentacles. Cautious players should stay far enough away from the head to avoid the tentacle slaps and ink attacks. However, savage players with extra healing items can deal extreme damage by unleashing combos on the head. This is NOT a safe technique, but it works in a pinch. This is also the best way to hit Octo Diablo with Photon Blasts, especially if you aim toward the head when the tentacles are directly in front of it.



Here comes the main event!



The phase two sucking attack is hard to avoid. Octo Diablo is close enough that he'll suck nearby people right into his mouth. The chewing that follows inflicts damage over time. Keep yourself healed if you think you'll be sucked in, and heal again as soon as you're released.

It's much harder to finesse the second phase, and that's why it's good to save your Photon Blast and PP for Photon Arts until this part of the fight. Octo Diablo doesn't have many Hit Points left. Burn him down as fast as you can and move out.

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	3480	290	250	9	1	1	300	1	1	1	320
HARD	1.00	10800	1100	995	130	1	1	360	1	1	1	2300
SUPER HARD	1.00	14500	2400	2380	400	1	1	390	1	1	1	4600

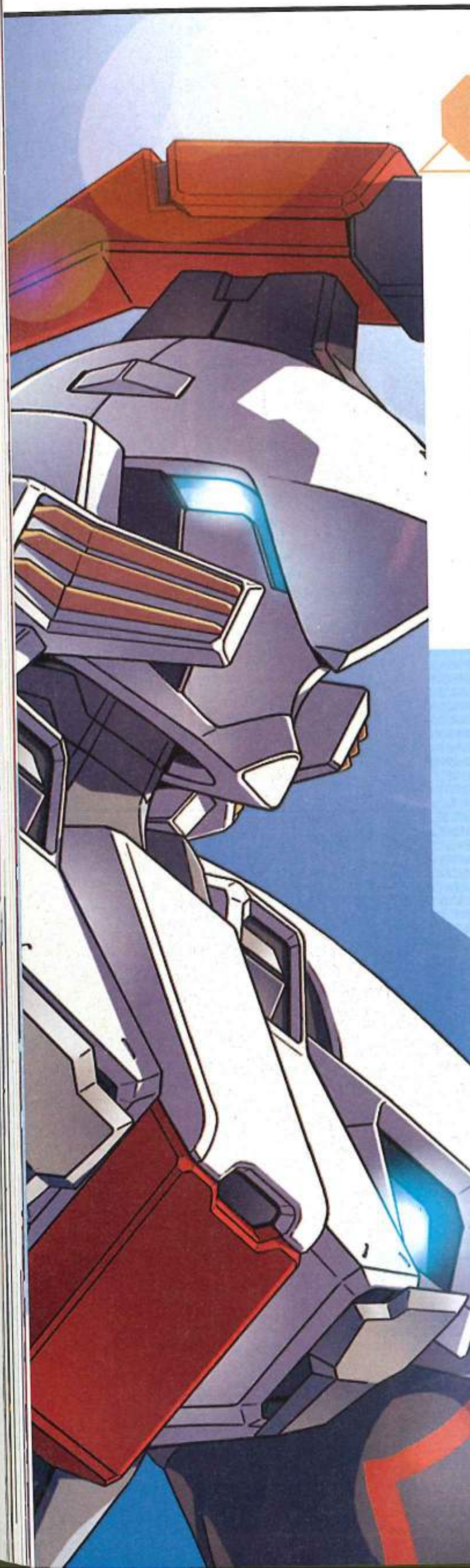
Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF. MULTIPLIER	DODGE MULTIPLIER	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1	1	5	40	70	70	20	70	70
	HARD	1	1	5	40	70	70	30	70	70
	SUPER HARD	1.13	1	10	45	75	75	40	75	75
HEAD	NORMAL	0.9	1	0	70	60	60	60	60	60
	HARD	0.9	1	0	70	60	60	60	60	60
	SUPER HARD	1	1	0	75	70	70	70	70	70
MOUTH	NORMAL	0.5	1	50	0	10	60	20	60	60
	HARD	0.5	1	50	0	20	60	30	60	60
	SUPER HARD	0.57	1	55	0	30	70	40	70	70
TENTACLE	NORMAL	1	1	50	70	10	60	60	60	60
	HARD	1	1	50	70	20	60	60	60	60
	SUPER HARD	1.13	1	50	75	30	75	75	75	75
LOWER TENTACLE	NORMAL	1	1	20	20	10	60	60	60	60
	HARD	1	1	20	20	20	60	60	60	60
	SUPER HARD	1.13	1	25	25	30	70	70	70	70
CLAW	NORMAL	1	1	5	50	10	60	60	60	60
	HARD	1	1	5	50	20	60	60	60	60
	SUPER HARD	1.13	1	10	50	30	70	70	70	70
LOWER CLAW	NORMAL	1	1	30	20	60	10	60	60	60
	HARD	1	1	30	20	60	20	60	60	60
	SUPER HARD	1.13	1	35	25	70	30	70	70	70

The Wetlands are a bit safer with that beast out of the way. Take Ogi's head back to town and explain everything to the Mayor. Ogi's a good guy, and people want him to get his body back. They'll ask you to look for a body as you continue exploring.

Read On

This is the end of the Human-specific walkthrough. The next story quest is the same for all of the heroes. Look farther in the book, under the header "Three Journeys Merge," for the answers you seek.



CAST Walkthrough

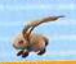
Many CASTs have been sleeping since the time of the Great Blank. CASTs wake up at different times after recovering from their trauma, and it's now your turn to see the world again. You can't remember what happened before the Great Blank, so everything is new to you. Luckily you still know your own name, though that's about it.

A strange person named Sarisa is there. Talk to her and introduce yourself. She'll take you down the hill into a Human settlement called Dairon City. Talk to the locals, then head to the Hunter's Guild at the far end of town. People there assume that you're a Hunter and give you a quest. Why turn down money and fame, especially when it seems like someone needs your help? Accept "Memories Opened" and move out!

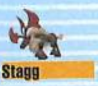
Memories Opened ★

1,000 Meseta

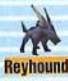
monsters



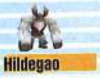
Usanny



Stagg



Reyhound



Hildegao

description

An SOS has been received from hunters in the Rioh Snowfield. Go at once.

Oh, no... Guess I'm wasting my time.

Sarisa

Phew! It looks like we made it in one piece.

Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	0.55	0.65	0.5	0.9	0.5	0.75	0.5
Bosses	-	-	-	-	-	-	-

Affection Modifiers

Your character is awoken from a long sleep underneath the snow by the voice of Sarisa. Your hero has no memory of his or her past, and it makes sense to head for the city with Sarisa. An uproar from the nearby mountains draws your attention.

If you choose "I want to review how to fight" in decision 10, you can check the battle controls. It's best to choose this if it's your first time playing the game.

Affection Chart

01 Someone awakens you
- Listen
- Pretend you don't hear

02 Someone asks you if you're sleepy
- Not at all
- Yes, I am

03 You're asked your name
- "Your name"

04 You're invited to the city
- Agree (Sarisa +1)
- Tilt your head

05 Asked if you'd like to ask a question
- Where am I?
- Who am I? (Sarisa +1)
- Who are you?

06 Asked if you really don't remember anything
- Nod
- Shake your head

07 Asked if you want to learn about your past
- Of course (Sarisa +1)
- I don't care

08 There seems to be a panic inside the building
- Something's going on (Sarisa +1)
- I don't want to get involved

09 Asked if you should use Sarisa's misunderstanding
- Isn't that dishonest?
- Let's do it (Sarisa +2)

10 Asked if you want to learn how to fight
- I want to learn (combat explanation)
- I already know

11 Sarisa looks at you
- Is there something on my face?
- Why are you looking at me?

12 Sarisa found something in the sky
- What is it?
- A shooting star? (Sarisa +1)
- We'd better get going

13 Sarisa asks how much you've forgotten
- Everything except my name
- Why are you asking?
- I might remember something

14 Sarisa speaks ill of Humans
- Aren't you Human?
- Isn't everyone that way?

15 Sarisa doesn't say anything
- Was that enough?
- It's okay! (Sarisa +1)

16 You hear a scream
- Let's go look (Sarisa +1)
- It's your imagination

17 You discover someone passed out
- Take the risk yourself (Sarisa +2)
- Let Sarisa do it

18 The person is already dead
- We were too late
- If only we had gotten here earlier

19 Mourn for those killed by the enemies
- Let's have a funeral (Kai +2)
- We can't leave him like this (Sarisa +1)

20 Decide where to go from here
- Let's head for that light
- Let's rest, and think about it tomorrow

21 Kai offers to lead you to the city
- What should we do? (Sarisa +1)
- Let's go (Kai +2)

22 Sarisa is suspicious of Kai the Human
- He doesn't look bad
- But aren't you Human?

Quest Details

Accept the quest and take the northern exit from the Hunter's Guild to the teleporter. Enter the Rioh Snowfield. This is the easiest area for a starting quest because there aren't any bosses to fight, and the monsters are all melee targets.

Practice Evading and attacking in combos of three (either with light or heavy attacks). Evasion and good combo use is important for the entire game.

Keep your eyes peeled for message packs. These glowing devices are found throughout the world. They have advice for various travelers, and some even have ancient messages that predate the Great Blank.

Sarisa

Phew! It looks like we made it in one piece.

Watch your map to ensure that your character progresses through the area without unintentionally backtracking. This version of *Phantasy Star* makes that even easier than usual; each gateway out of an area has a white or green icon. White means that the area is new for your character, whereas green indicates that the area has been visited before.

Track down the Hunter who is lost in the region. There might not be good news for that guy, as there are Hildegaos all over, and they're being quite aggressive. The final fight of the area is against a few waves of these gorilla-like beasts.

Use Evasion constantly to stay out of the Hildegaos' way. These enemies get into an obvious stance before charging. Roll to avoid these attacks, and hit them mercilessly to bring them down. If Sarisa falls and you're left by yourself, keep the Hildegaos lined up. This way they can't get behind you and attack from two sides at once.

Kai, a Hunter from the local guild, meets you after the fighting ends. He's a good sort, and he's more than a little impressed by your efforts. Go back to Dairon City with him for a reward.

Back in Town

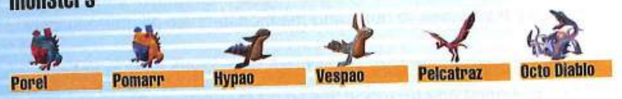
Talk to everyone in the Hunter's Guild. Get your reward from the second girl at the counter and chat with your buddies in a brief scene. Go out into town, use grinders on your favorite weapons, feed spare items to your MAG, sell excess goodies, and restock healing items.

When you're ready for a new task, go back to the Hunter's Guild and talk to the Mayor. He has a favor to ask, the first of many. The new story quest awaits. Take the "United in Power" mission from the girl at the quest counter.

United in Power ★

1,500 Meseta

monsters



description

Contact has been lost with an expedition team in the Wetlands. Search and rescue.

Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	-	-	-	-	-	-	-
Bosses	0.8	-	-	-	-	-	-

Affection Modifiers

Thanks to the help of the Hunter Kai, whom you met in the Snowfields, your character and Sarisa are permitted to become Hunters. During the interview with Mayor Dairon, the group learns that all communications from a search party in the ruins have stopped. As part of the Hunters, they head off to the Ozette Wetlands to save the search party.

A strong enemy known as Octo Diablo appears in the Wetlands. Since CASTs can't use Techniques, having healing items on hand means the difference between life and death. Make sure to use them liberally.

Quest Details

This quest brings you to the Ozette Wetlands, a region of fens that has way too many mosquitoes. There is a boss in this area, and he's a mean one. The creatures that lead up to the final fight are easy, and you'll get more Experience here than you did in Rioh. Try to milk that for all it's worth. You need to get as high level as possible before you meet Octo Diablo.

Take Two

Consider taking a couple runs at this quest to build extra money, healing items, and Experience beforehand. Do that by going through the area until you reach the healing point. These always let you know that a boss fight is ahead. Take that time to telepipe back to town. From there, you can ditch the quest and restart it at your leisure.

The best part of the quest for level building is in the latter section, when you start to see a higher percentage of Hypao and Pelcatraz. The early areas have too many Porel to be worth your time, so hurry through these to reach the meaty bits later on.

Octo Diablo lurks in the water near a set of docks. You fight the large octopus in two stages. He's a mean fellow with high health and quite a number of attacks to master. Don't assume that he's a pushover just because you face him early in the game.

TELEPIPES HELP YOU SHOP!

Before you fight Octo Diablo, make sure to stop back in the city to refill on healing items.

Affection Chart

01 Asked if Sarisa is suspicious

- Yeah, she's my friend (Kai +1)
- Sarisa is not suspicious (Sarisa +1)

02 Asked to come along

- Nod firmly (Sarisa +1, Kai +1)
- Remain silent

03 Asked to accept a reward for defeating the enemy

- I don't need a reward
- Okay (Kai +1)
- Leave it to Sarisa (+1)

04 Dairon asks for your impression of the city

- It's a good city
- It's a lot like the Mayor
- I'm amnesiac, so I don't know

05 Sarisa is acting strange

- Did you think of something?
- Are you okay? (Sarisa +1)

06 You hear that the search team has gone missing

- Accept the request (Kai +1)
- Act like it's nothing

07 Thoughts about the Ozette Wetlands

- Seems creepy
- Pretty scenery
- The ground looks unstable (Sarisa +1)

08 You see the pillar of light

- You could see it from the snowfield too
- Watch it silently

09 You discover a member of the search team

- Try to save him (Sarisa +1)
- Hasten Kai on (Kai +1)
- Prepare first

10 Asked if you think Sarisa has an odd way of thinking

- Tilt your head
- Nod firmly (Kai +1)

11 Discover something on the ground

- Looks like a footprint
- Looks like something was dragged (Kai +1)

12 The member of the search team asks you to save his friends

- Hurry to save them (Kai +1)
- Leave it to us (Sarisa +1)
- Panic

13 Discover a member of the search team being pestered by a giant octopus

- Enter the fray and defend him (Sarisa +1, Kai +1)
- Leave it to Kai (Kai +1)
- Hide behind Sarisa

14 Told that you did well

- Not at all
- Sarisa worked hardest (Sarisa +1)
- The important thing is that the people were saved (Sarisa +1, Kai +1)

15 The mysterious man takes his leave

- Ask Sarisa
- Return to the city (Sarisa +1, Kai +1)
- Look hard at Sarisa

16 You are asked if you should wait for Sarisa to talk

- Nod

Eight Arms of Death

OCTO DIABLO

PHASE ONE

Octo Diablo covers the entire region. His tentacles stretch out and try to slam people. When an arm near you rises, stay mobile and don't let it slam down on you. You usually won't have to Evade to get out of the way. Indeed, it's harder to time if you try this. Instead, run left or right when the tentacles rise and turn around for free attacks after the tentacles slap down. Only Evade if your character gets a slow start and you're worried that the arm is going to come down before you're out of the way.

Occasionally, Octo Diablo blasts ink in your direction. Watch for this and Evade to either side to avoid the attack. These attacks aren't too painful, and they don't happen often. If you eat one here and there, it's not the end of the fight.

When Octo Diablo starts spinning all of his tentacles, Evade to the outside of the circle. That's the only way to avoid damage. It's hard to get the timing right at first, but eventually you can avoid all damage from this attack! Stay near the outside of the circle while slashing tentacles to make the process even easier for yourself.

The octopus's other special attack in phase one is a sucking maneuver that draws characters toward him. Run away and to the side while this occurs. Don't Evade yet. Wait for the attack to end, pause a brief moment, and then Evade as a wide jet of ink flies toward your character. This is the hardest thing to avoid in phase one. A successful dodge gives you time to approach Octo Diablo's head and score free hits before he returns to the center. Failure means that you take major damage and are slowed for a short period of time.

It doesn't matter which tentacle you attack; all the health goes toward Octo Diablo's total. Keep the damage flowing, and eventually you reach phase two.

PHASE TWO

Octo Diablo brings his head up on one side of the docks. Approach the head and start attacking that along with the two exposed tentacles. Cautious players should stay far enough away from the head to avoid the tentacle slaps and ink attacks. However, savage players with extra healing items can deal extreme damage by unleashing combos on the head. This is NOT a safe technique, but it works in a pinch. This is also the best way to hit Octo Diablo with Photon Blasts, especially if you aim toward the head when the tentacles are directly in front of it.

The phase two sucking attack is hard to avoid. Octo Diablo is close enough that he'll suck nearby people right into his mouth. The chewing that follows inflicts damage over time. Keep yourself healed if you think you'll be sucked in, and heal again as soon as you're released.

It's much harder to finesse the second phase, and that's why it's good to save your Photon Blast and PP for Photon Arts until this part of the fight. Octo Diablo doesn't have many Hit Points left. Burn him down as fast as you can and move out.

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	3480	290	250	9	1	1	300	1	1	1	320
HARD	1.00	10800	1100	995	130	1	1	360	1	1	1	2300
SUPER HARD	1.00	14500	2400	2380	400	1	1	390	1	1	1	4600

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF. MULTIPLIER	DODGE MULTIPLIER	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1	1	5	40	70	70	20	70	70
	HARD	1	1	5	40	70	70	30	70	70
	SUPER HARD	1.13	1	10	45	75	75	40	75	75
HEAD	NORMAL	0.9	1	0	70	60	60	60	60	60
	HARD	0.9	1	0	70	60	60	60	60	60
	SUPER HARD	1	1	0	75	70	70	70	70	70
MOUTH	NORMAL	0.5	1	50	0	10	60	20	60	60
	HARD	0.5	1	50	0	20	60	30	60	60
	SUPER HARD	0.57	1	55	0	30	70	40	70	70
TENTACLE	NORMAL	1	1	50	70	10	60	60	60	60
	HARD	1	1	50	70	20	60	60	60	60
	SUPER HARD	1.13	1	50	75	30	75	75	75	75
LOWER TENTACLE	NORMAL	1	1	20	20	10	60	60	60	60
	HARD	1	1	20	20	20	60	60	60	60
	SUPER HARD	1.13	1	25	25	30	70	70	70	70
CLAW	NORMAL	1	1	5	50	10	60	60	60	60
	HARD	1	1	5	50	20	60	60	60	60
	SUPER HARD	1.13	1	10	50	30	70	70	70	70
LOWER CLAW	NORMAL	1	1	30	20	60	10	60	60	60
	HARD	1	1	30	20	60	20	60	60	60
	SUPER HARD	1.13	1	35	25	70	30	70	70	70

Another Relaxing Trip to Town

Talk to the Mayor when you're ready to move on to the next set of story quests. A missing Hunter was lost in the wilderness. Leave the Hunter's Guild and walk into the main portion of Dairon City. This throws you into a scene with a merchant names Nicolas. He'll tell you more about Ogi, the missing CAST Hunter.

Now the next story quest is unlocked. Accept "Clockworks" from the counter at the Hunter's Guild.

Clockworks ★

2,000 Meseta

monsters

Ghowl

Vulkure

Garapython

Garahadan

Grimble

Helion

Reyburn

description

Search for the CAST Ogi, missing in Gurhacia Valley. He may be in trouble.

Hit'em fast and hard!

Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	1.5	1.3	1.5	1.05	-	1.2	2
Bosses	1.3	1.2	1.3	1.05	-	-	2

Affection Modifiers

Nicolas tells your character about the CAST with your likeness. He also explains about the missing Hunter, Ogi. You also learn from Dairon about the missing Veteran Hunters. Your character, Sarisa, and Kai head out to search for Ogi.

CAST can't use techniques, but they have a special ability that lets them perceive traps. When you notice a trap, you can avoid it or use a ranged weapon to disarm it. The boss, Reyburn, is a powerful enemy that receives significant bonuses to his stats.

Affection Chart

01 You are told you did well
- That's because Kai taught me (Kai +1)
- That's because Sarisa was there (Sarisa +1)
- That's because I'm a high-grade CAST

02 Asked why you didn't tell anyone about Reve
- Sarisa wouldn't talk about it (Sarisa +1)
- Kai said not to

03 Nicolas approaches
- Raise your hand and answer
- Tilt your head

04 Nicolas asks if you might live 200 years
- No way
- You'll live longer
- I have no idea (Ogi +1)

05 You're told that a CAST named Ogi has gone missing
- The one the Mayor was talking about? (Ogi +1)
- What happened?

06 You're asked to search for Ogi
- Accept (Sarisa +1, Kai +1, Ogi +1)
- I'll think about it

07 Ogi asks your name
- "Your name" (Ogi +2)
- It's not important (Kai +1)
- Kai

08 Ogi asks if you might live 200 years
- What, that again?
- You'll live longer (Ogi +1)
- You've just been born

09 Listen to Ogi's story about the device they discovered
- I'm interested (Ogi +1)
- I'm not interested

10 Asked if you would subjugate the enemy in Ogi's place
- Accept (Sarisa +1, Kai +2, Ogi +3)
- Refuse
- Leave it to Kai (Kai +1)
- Leave it to Sarisa (Sarisa +1)

11 You discover the dragon
- Watch it silently (Kai +1)
- Draw back

12 You've defeated the dragon
- I think we made it (Kai +1)
- That was a surprise (Ogi +1)
- Are you hurt? (Sarisa +1)

13 Reve may have destroyed the image projector
- It's everyone's problem (Sarisa +1, Kai +1, Reve +2)
- You intend to go alone? (Reve +1)

14 You tell Dairon that you've going to the ruins
- Yes, we're all going (Sarisa +1, Reve +2)
- Sarisa is going alone

Quest Details

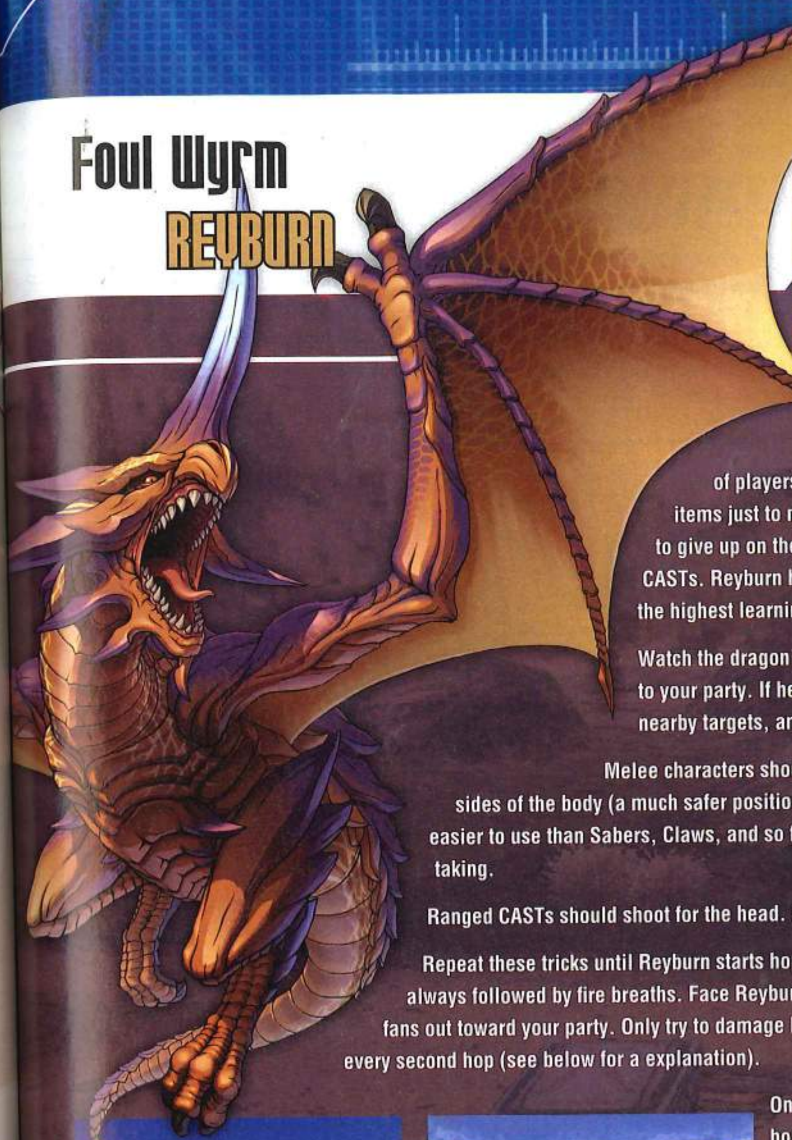
Ogi is a brave CAST who has gone off, on his own, to Gurhacia Valley. His buddy Nicolas hasn't heard from him, and you guys need to find any trace of the missing Hunter. The area is teeming with enemies. The notorious Helions are out here; for non-boss enemies they're quite foul. With high health and a damaging leap, they are not monsters to mess with lightly.

Kill Helions by playing conservatively. Don't always go for full attack combos. Instead, wait for Helions to leap and miss (because you're on the move). Turn and attack a few times, then start flanking the Helion again while it turns to respond. This lets you avoid considerable punishment.

Your group finds Ogi halfway through the mission. Well, you find part of him, at least. Ogi can't help much for now, as he's having an out of body experience. Take him along for the ride and continue to the end of the valley. That's where Reyburn lives.

Foul Wyrm

REYBURN



Reyburn is even nastier than Octo Diablo. Pound for pound and level for level, he's one of the nastiest enemies in the game. A number of players without lucky weapon drops or extra levels need to bring additional healing items just to make it through this encounter. In fact, first-time players in the game may have to give up on the mission until they have a few more levels. This is especially true for melee CASTs. Reyburn has trickier positioning compared to most bosses, and melee characters have the highest learning curve.

Watch the dragon's position constantly. Most of his attacks are based on where he is in relation to your party. If he's walking forward, be wary of his head and feet. His head lunges forward at nearby targets, and its feet deal damage to anyone who gets too close.

Melee characters should attack from the sides of the head when they get a lucky shot or from the sides of the body (a much safer position). Use long-range melee weapons for the best results. Spears and Swords are easier to use than Sabers, Claws, and so forth. The closer you get to those feet, the more accidental damage you end up taking.

Ranged CASTs should shoot for the head. Reyburn takes additional damage from head shots.

Repeat these tricks until Reyburn starts hopping. He'll pop up and fly to the other end of the screen. These short trips are always followed by fire breaths. Face Reyburn and run toward him and to the side. This lets you Evade to avoid the fire that fans out toward your party. Only try to damage Reyburn with super-long-range weapons (if you have them), or hit the dragon every second hop (see below for a explanation).

On the first hop, you move toward Reyburn, dodge his fire, and trigger another hop. Instead of trying to get to his side of the screen, follow the dragon to the other side of the area as soon as he starts moving. You won't waste time approaching a spot that Reyburn is already vacating! Slash into him a little when he lands, then repeat. Don't expect big damage. This isn't a phase that melee characters enjoy. It's almost worth grabbing a ranged weapon from your inventory, if you have one that is usable.

Ranged CAST do just fine, especially with Rifles and other long-ranged weapons. Avoid the fire and attack away.

Reyburn's rarest attacks are frustrating at first, but they aren't as effective as you might fear. The dragon lifts into the air and leaves the battlefield. Switch your attention to the minimap. Watch for Reyburn's blip and follow it to know where to dodge if he flies toward your group. Or, if it's a bombing run, wait until you hear the fire coming and Evade away from your group members.

Bring the dragon down for a glorious victory!

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	3300	300	260	11	230	200	280	1	1	1	300
HARD	1.00	10000	1020	1000	138	1000	905	350	1	1	1	2400
SUPER HARD	1.00	15500	1855	1595	430	1500	1350	385	1	1	1	4800

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF. MULTIPLIER	DODGE MULTIPLIER	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	0	10	65	15	50	55	55
	HARD	1.00	1.00	5	15	75	25	55	65	65
	SUPER HARD	1.00	1.00	10	20	95	35	55	85	85
HEAD	NORMAL	0.65	1.00	0	5	60	50	15	50	50
	HARD	0.65	1.00	0	10	70	55	25	60	60
	SUPER HARD	0.70	1.00	0	15	90	65	35	80	80
HEAD (AFTER BREAK)	NORMAL	0.55	1.00	0	0	55	45	10	45	45
	HARD	0.55	1.00	0	5	65	50	20	55	55
	SUPER HARD	0.60	1.00	0	10	85	60	30	75	75
BACK	NORMAL	1.00	1.00	5	50	60	60	60	60	60
	HARD	1.00	1.00	20	50	70	70	70	70	70
	SUPER HARD	1.00	1.00	30	55	95	95	95	95	95

Sewers!

Talk to the Mayor after the mission. He'll give you a new task. You also talk with Nicolas after your meeting. He explains that there is another market in town. The lower market has an Enemy Collector and a Photon Collector.

The Enemy Collector turns special item drops into usable equipment. This costs a modest amount of Meseta, but you can get a number of strange items this way.

The Photon Collector lets you turn in Photon Drops for various items. Some raise your stats permanently (these are called Materials). Others upgrade weapons. You even find some equipment there.

Read On

This is the end of the CAST-specific walkthrough. The next story quest is the same for all of the heroes. Look farther in the book, under the header "Three Journeys Combined," for the answers you seek.

Newman Walkthrough

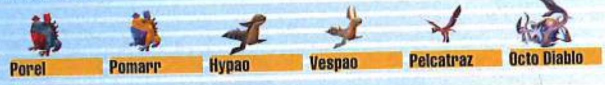
You're a Newman deployed on a secret mission to the world below. You know the secrets of the past, but you mustn't let the Humans and CASTs know the truth. The drop pod's landing is rough, and you end up with temporary amnesia.

Luckily, there are a few allies in the area. One of them talks to you briefly, then another finds you and leads you into Dairon City. Her name is Sarisa. Follow her lead and go to the Hunter's Guild at the far end of town. Accept the quest "Swamp Devil" to begin learning more about yourself and the Humans of this area.

Swamp Devil ★

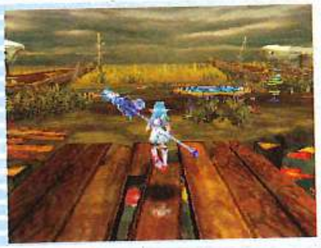
1,000 Meseta

monsters



description

Accompany Sarisa to the Wetlands on an official mission.



Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	0.5	0.6	0.5	0.9	0.5	0.85	0.5
Bosses	0.6	0.7	0.9	-	-	-	0.5

Affection Modifiers

A Short Reprieve

The silver laser fence descends temporarily if you hit the nearby white switch.

Affection Chart

01: You are awakened by Reve
- "Your Name"?
- Who are you?

02: Reve talks to you
- Where am I?
- Who am I?
- Who are you?

03: Reve encourages you to remember something
- …
- I don't remember anything

04: Reve tells you about your mission
- I understand (Reve +1)
- Yes, sir. (Reve +2)
- …

05: A girl you don't know calls for you
- Tilt your head
- Say hello (Sarisa +1)
- Stare at her silently.

06: Sarisa tells you you're acting strange.
- Tell her the situation (Sarisa +1)
- Deceive her

07: Sarisa is being pursued by Hunters
- Go with her (Sarisa +2)
- Wish her luck

08: Do you remember how to fight?
- Let's practice (combat explanation)
- I remember

09: About the book that Sarisa lent you…
- I still want to borrow it (Sarisa +1)
- I hope I can remember… (Sarisa +1)

10: About the mission from Reve
- Reve?
- Nothing special.

11: Sarisa seems to be in sudden pain
- Are you alright? (Sarisa +1)
- Did you hurt yourself?

12: You've reached your destination but can't find Kai
- Did Kai get lost? (Sarisa +2)
- Where were we supposed to meet? (Sarisa +1)
- I wonder if we took the wrong way?

13: The giant octopus appears
- We'll have to fight it! (Kai +2)
- Let's find Sarisa (Sarisa +2)
- Call for help (Kai +1)

14: You are asked if you are part of the Hunters
- Nod in confirmation
- State the facts plainly (Sarisa +1, Kai +1)

15: You are invited to join the Hunters
- Nod (Sarisa +2)
- Think about it (Kai +2)

Quest Details

This quest takes you to the Wetlands, where you'll fight a number of creatures. Be especially careful of the flying Pelcatraz; they have more health than the other foes in the Wetlands, and their area-of-effect attacks can bring down a Newman quite easily.

The boss fight in this area is particularly tricky for melee Newmans until you've gotten some extra levels. Consider ditching the quest if you can't reach level five before you fight Octo Diablo (the boss). Reaching that level and having the extra gear from additional fighting can make your trip a lot easier.

OPPORTUNITY SHOT

Wait for Pelcatraz to check on their children, then attack them from behind. It's a cheap move, but these are tough creatures!

Kai joins you for the end of the quest. You, Kai, and Sarisa are now a team, giving you a fair mix of powers (especially if you're playing a Newman Force User). The three of you then take on a gigantic octopus. Cross your fingers and fight for your life!

Careful—He's Well Armed

OCTO DIABLO

PHASE ONE

Octo Diablo covers the entire region. His tentacles stretch out and try to slam people. When an arm near you rises, stay mobile and don't let it slam down on you. You won't have to Evade to get out of the way. Indeed, it's harder to time if you try this. Instead, run left or right when the tentacles rise and turn around for free attacks after the tentacles slap down.

Occasionally, Octo Diablo blasts ink in your direction. Watch for this and Evade to either side to avoid the attack. These aren't too painful, and they don't happen too often. If you eat one here and there, it's not the end of the fight.

When Octo Diablo starts spinning all of his tentacles, Evade to the outside of the circle. That's the only way to avoid damage. It's hard to get the timing right at first, but eventually you can avoid all damage from this attack! Stay near the outside of the circle while slashing tentacles to make the process even easier for yourself.

The octopus's other special attack in phase one is a sucking maneuver that draws characters toward him. Run away and to the side while this occurs. Don't Evade yet. Wait for the attack to end, pause a brief moment, and then Evade as a wide jet of ink flies toward your character. This is the hardest thing to avoid in phase one. A successful dodge gives you time to approach Octo Diablo's head and score free hits before he returns to the center. Failure means that you take major damage and are slowed for a short period of time.

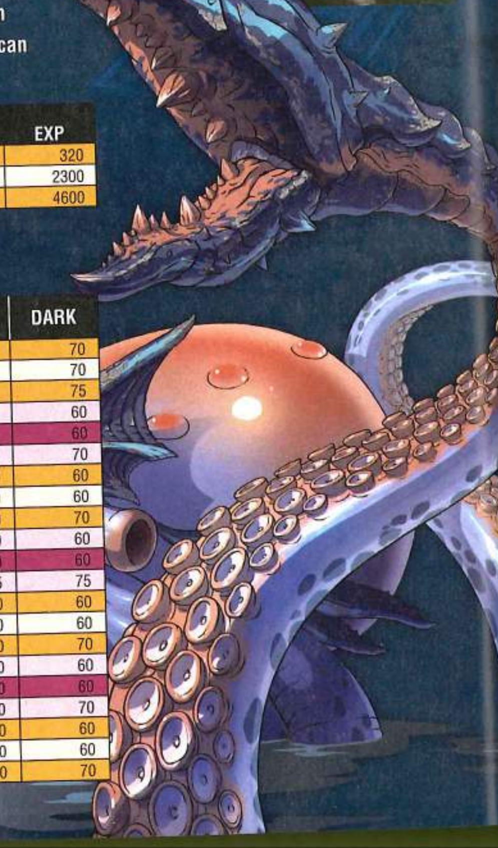
It doesn't matter which tentacle you attack; all the health goes toward Octo Diablo's total. Keep the damage flowing and eventually you reach phase two.

PHASE TWO

Octo Diablo brings his head up on one side of the docks. Approach the head and start attacking that and the two exposed tentacles. Cautious players should stay far enough away from the head to avoid the tentacle slaps and ink attacks. However, savage players with extra healing items can deal extreme damage by unleashing combos on the head. This is NOT a safe technique, but it works in a pinch. This is also the best way to hit Octo Diablo with Photon Blasts, especially if you aim toward the head when the tentacles are directly in front of it.

The phase two sucking attack is hard to avoid. Octo Diablo is close enough that he'll suck nearby people right into his mouth. The chewing that follows inflicts damage over time. Keep yourself healed if you think you'll be sucked in, and heal again as soon as you're released.

It's much harder to finesse the second phase, and that's why it's good to save your Photon Blast and PP for Photon Arts until this part of the fight. Octo Diablo doesn't have many Hit Points left. Burn him down as fast as you can and move out.



Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	3480	290	250	9	1	1	300	1	1	1	320
HARD	1.00	10800	1100	995	130	1	1	360	1	1	1	2300
SUPER HARD	1.00	14500	2400	2380	400	1	1	390	1	1	1	4600

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF. MULTIPLIER	DODGE MULTIPLIER	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1	1	5	40	70	70	20	70	70
	HARD	1	1	5	40	70	70	30	70	70
	SUPER HARD	1.13	1	10	45	75	75	40	75	75
HEAD	NORMAL	0.9	1	0	70	60	60	60	60	60
	HARD	0.9	1	0	70	60	60	60	60	60
	SUPER HARD	1	1	0	75	70	70	70	70	70
MOUTH	NORMAL	0.5	1	50	0	10	60	20	60	60
	HARD	0.5	1	50	0	20	60	30	60	60
	SUPER HARD	0.57	1	55	0	30	70	40	70	70
TENTACLE	NORMAL	1	1	50	70	10	60	60	60	60
	HARD	1	1	50	70	20	60	60	60	60
	SUPER HARD	1.13	1	50	75	30	75	75	75	75
LOWER TENTACLE	NORMAL	1	1	20	20	10	60	60	60	60
	HARD	1	1	20	20	20	60	60	60	60
	SUPER HARD	1.13	1	25	25	30	70	70	70	70
CLAW	NORMAL	1	1	5	50	10	60	60	60	60
	HARD	1	1	5	50	20	60	60	60	60
	SUPER HARD	1.13	1	10	50	30	70	70	70	70
LOWER CLAW	NORMAL	1	1	30	20	60	10	60	60	60
	HARD	1	1	30	20	60	20	60	60	60
	SUPER HARD	1.13	1	35	25	70	30	70	70	70

Take the team back to town and report on your progress! This opens a repeatable quest if you'd like to farm more levels or fight Octo Diablo again with an even stronger team. There are special titles (and rewards) gained by killing bosses again and again, so this option has multiple benefits.

Fighting Fear ★

1,500 Meseta

monsters

Ghowl

Vulkure

Garapython

Garahadan

Grimble

Helion

Reyburn

description

A dragon was sighted in Gurhacia Valley. Exterminate it for safety reasons.

Sarisa

Oh no, I'm fine. It doesn't hurt.
I was Just renenbering that fight...

Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	-	-	-	-	-	-	-
Bosses	-	-	-	-	-	-	-

Quest Details

Gurhacia Valley is the site of your next quest. Another deadly enemy is here, but you're able to grab another couple levels before you reach it. Look for gear upgrades and search each part of the map thoroughly to get the most out of your time. If you reach the healing point too quickly, remember that you're free to backtrack and hit side paths that were avoided the first time you came through.

Affection Modifiers

Your character returns to Dairon City and is led by Kai to an interview with Mayor Dairon. You join the Hunters without incident, but just then, you're immediately called to eliminate a dragon. Trying to help Sarisa get over her fear, your group heads to the Ravine, but what awaits is something altogether unexpected.

Pop Quiz

The message you receive just before the battle with Reyburn changes depending on what you choose in Decision 04.

Affection Chart

01 Appointed as a Hunter
- Ask about the test
- Say you are confident (Sarisa +1, Kai +1)

02 Dairon asks for your impression of the city
- It's a good city (Kai +2)
- It's a lot like the Mayor
- It seems average (Kai +1)

03 Kai praises Sarisa
- You don't have to take it (Sarisa +2)
- Kai is still the best (Kai +3)
- She's still a beginner

04 Remembering the time Sarisa was chased by the dragon
- Stand up against it (Sarisa +1, Kai +1)
- Protect her at all costs (Sarisa +3)

05 About the person who attacked the search team
- Say nothing (Sarisa +2)
- Tilt your head (Kai +1)

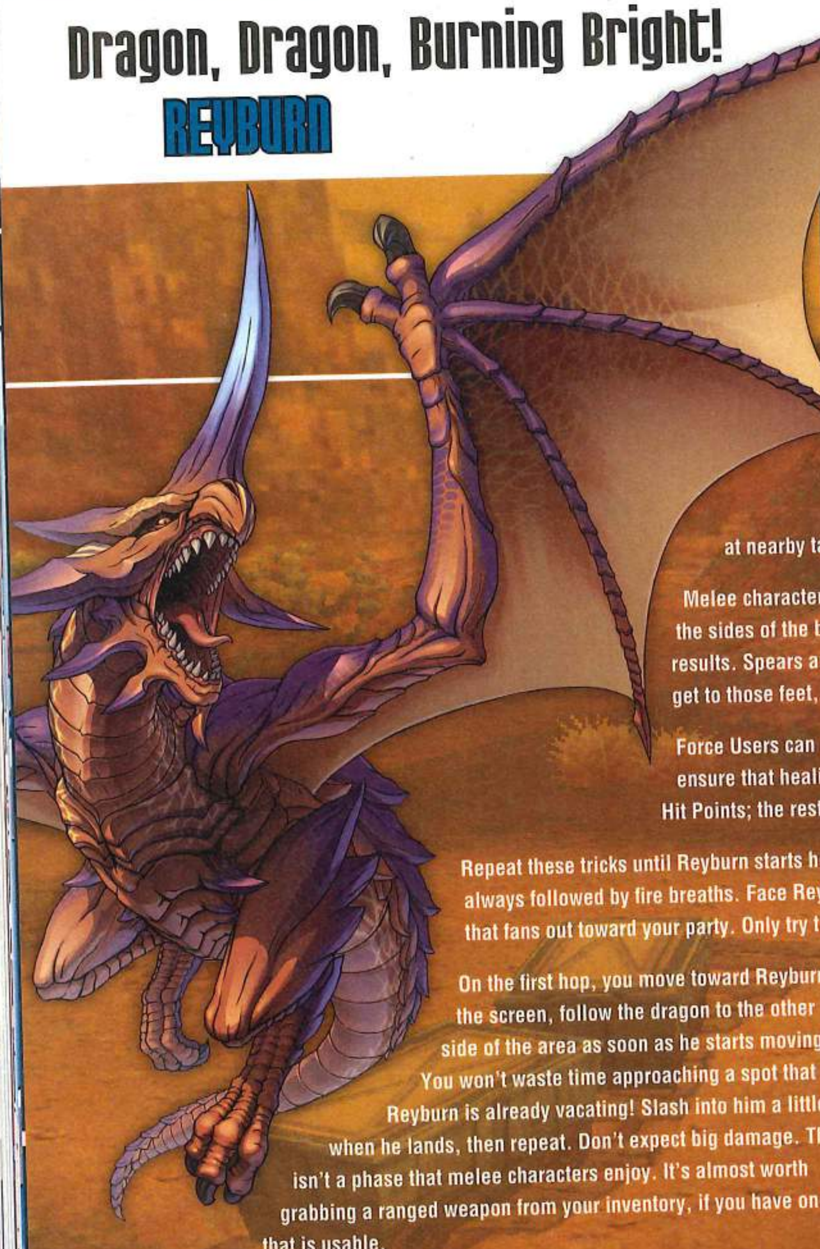
06 Reve orders you to stop
- I think I know that voice (Sarisa +1, Reve +1)
- Captain Reve!
- Who are you!

07 Asked if you know Reve
- Sarisa knows him (Kai +1)
- He seems to be my commander (Sarisa +2, Reve +1)
- He was a strange person (Kai +2)

08 Defeated the dragon
- It's because we were together (Sarisa +1, Kai +3)
- We took him down (Sarisa +1)
- Were you hurt? (Sarisa +2, Kai +1)

Dragon, Dragon, Burning Bright!

REYBURN



Sarisa

A man? You're sure it wasn't a hostile?

Watch the dragon's position constantly. Most of his attacks are based on where he is in relation to your party. If he's walking forward, be wary of his head and the feet. His head lunges forward at nearby targets, and its feet deal damage to anyone who gets too close.

Melee characters should attack from the sides of the head when they get a lucky shot or from the sides of the body (a much safer position). Use long-range melee weapons for the best results. Spears and Swords are easier to use than Sabers, Claws, and so forth. The closer you get to those feet, the more accidental damage you end up taking.

Force Users can mix Barta and melee attacks to do their damage. Keep Resta on your palette to ensure that healing is constantly available. Drink plenty of fluids and worry more about your own Hit Points; the rest of the group gets themselves killed a bit too quickly.

Repeat these tricks until Reyburn starts hopping. He'll pop up and fly to the other end of the screen. These short trips are always followed by fire breaths. Face Reyburn and run toward him and to the side. This lets you Evade to avoid the fire that fans out toward your party. Only try to hit the dragon every second hop.

On the first hop, you move toward Reyburn, dodge his fire, and trigger another hop. Instead of trying to get to his side of the screen, follow the dragon to the other side of the area as soon as he starts moving. You won't waste time approaching a spot that Reyburn is already vacating! Slash into him a little when he lands, then repeat. Don't expect big damage. This isn't a phase that melee characters enjoy. It's almost worth grabbing a ranged weapon from your inventory, if you have one that is usable.

Use techniques to deal damage while Reyburn is taking off. Melee attacks won't work.

Reyburn's rarest attacks are frustrating at first, but they aren't as effective as you might fear. The dragon lifts into the air and leaves the battlefield. Switch your attention to the minimap. Watch for Reyburn's blip and follow it to assess where to dodge if he flies toward your group. Or, if it's a bombing run, wait until you hear the fire coming and Evade away from your group members.

Bring the dragon down for a glorious victory!

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	3300	300	260	11	230	200	280	1	1	1	300
HARD	1.00	10000	1020	1000	138	1000	905	350	1	1	1	2400
SUPER HARD	1.00	15500	1855	1595	430	1500	1350	385	1	1	1	4800

Resistance to Damage (By Location)

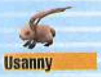
LOC	DIFFICULTY	DEF. MULTIPLIER	DODGE MULTIPLIER	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.00	1.00	0	10	65	15	50	55	55
	HARD	1.00	1.00	5	15	75	25	55	65	65
	SUPER HARD	1.00	1.00	10	20	95	35	55	85	85
HEAD	NORMAL	0.65	1.00	0	5	60	50	15	50	50
	HARD	0.65	1.00	0	10	70	55	25	60	60
	SUPER HARD	0.70	1.00	0	15	90	65	35	80	80
HEAD (AFTER BREAK)	NORMAL	0.55	1.00	0	0	55	45	10	45	45
	HARD	0.55	1.00	0	5	65	50	20	55	55
	SUPER HARD	0.60	1.00	0	10	85	60	30	75	75
BACK	NORMAL	1.00	1.00	5	50	60	60	60	60	60
	HARD	1.00	1.00	20	50	70	70	70	70	70
	SUPER HARD	1.00	1.00	30	55	95	95	95	95	95

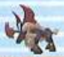
After the fighting, talk to Mayor and then leave Hunter's Guild. Meet Nicolas and listen to him talk about his friend Ogi. It's clear what your next task will be.

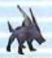
Clockworks ★

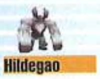
2,000 Meseta

monsters


Usanny


Stagg


Reyhound


Hildegao

description

Search for the CAST Ogi, missing in Rioh Snowfield. He may be in trouble.

Sarisa

Whoa! Is this... snow?
I've read about it in books enough to
know it was cold and white, but wow!

Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	-	-	-	-	-	-	-
Bosses	-	-	-	-	-	-	-

Quest Details

It's funny, but this is the easiest of the first three quests. Newmans go to the Rioh Snowfield to find Ogi's head. There aren't any boss encounters here, and all of the monsters are simple, short-range targets. Build extra Experience while relaxing and wading through easy enemies.

There are multiple Hildegao at the end of the run, but your party has more health and better weaponry than they did even a few levels ago. These ape-like creatures don't last very long with an experienced group attacking them. They'll collapse one after the other.

Watch out--
they're tough!

Take Ogi's head back home and talk to the Mayor about your experience. He'll know where to look for a new CAST body.

Read On

This is the end of the Newman-specific walkthrough. The next story quest is the same for all of the heroes. Continue reading the next section to see what all races must defeat.

Affection Modifiers

The group learns that Reve, whom they met in the Ravine, was connected to the destruction of some ruins. However, Kai thoughtfully decides not to tell anyone anything until Sarisa can sort out her feelings about it. While things are still in that state, the group meets a mysterious man named Nicolas in the city. Nicolas tells them that a 200-year-old machine projects a picture of a person who looks just like your character. When Nicolas learns that the group members are Hunters, he asks them to look for the missing Hunter, Ogi.

Affection Chart

01 Asked if you told anyone about Reve
- Maybe we shouldn't? (Sarisa +1)
- I will

02 Nicolas approaches
- Wave
- Tilt your head

03 Nicolas asks if you might live 200 years
- No way
- You'll live longer
- I have no idea (Ogi +2)

04 You're told that a CAST named Ogi has gone missing
- The one the Mayor was talking about? (Ogi +1)
- What happened?

05 You're asked to search for Ogi
- Accept (Sarisa +1, Kai +1, Ogi +1)
- I'll think about it

06 Sarisa sees snow for the first time
- Is this the first time you've seen it?
- It's nice to eat
- Throw a snowball at her (Sarisa +1)

07 Ogi asks your name
- "Your name" (Ogi +2)
- It's not important (Kai +1)
- Kai

08 Ogi asks if you might live 200 years
- What, that again? (Ogi +1)
- You'll live longer
- You've just been born

09 Listen to Ogi's story about the device they discovered
- I'm interested (Ogi +1)
- I'm not interested (Kai +1)

10 Asked if you would subjugate the enemy in Ogi's place
- Accept (Sarisa +1, Kai +2, Ogi +3)
- Refuse
- Leave it to Kai (Kai +1)
- Leave it to Sarisa (Sarisa +1)

Three Journeys Merge

After completing "Clockworks," all heroes begin to see a similar path. The quests that follow are the same for Human, CAST, and Newman characters.

Artifacts ★★

2,500 Meseta

monsters

Pobomma

Izhirak-S6

Bolix

Fruoutang

D Mobius

D Chaos

description

Investigate the forgotten city of Paru. Search also for a CAST body

Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	-	-	-	-	-	-	-
Bosses	0.9	-	-	-	-	-	-

Affection Modifiers

After rescuing Ogi, the group heads back to receive their reward from Dairon. Later, they go to check the projector that shows a picture of a person who looks like your character before heading to the ruins to get Ogi a new body.

The enemies you find in Paru have more quirks than the enemies that you've fought before. After leaving the first zone, Kai discovers the body of a CAST that is missing its head. You can use its body to get Ogi functioning again, so that he'll be in the party from then on. Decision 05 only appears if your protagonist is a Newman.

Quest Details

Paru is the site of many unexplored ruins. Secrets from The Great Blank are hidden here, though only the bravest (and luckiest) explorers have any chance of finding the truth.

Fighting soon becomes more difficult in this district. You're starting to see more enemies with higher damage and more complex tactics. Izhiraks have area-of-effect attacks at close range, and they cause Confusion some of the time. Fruoutang aren't slouches either. These large apes are easy to hit, but they have plenty of health and lay Hunters out with melee attacks. Avoid Fruoutang pistols by staying on the flanks, and use Evade to roll aside while the enemies charge their slower melee swings.

Halfway through the level, you find a body for Ogi, the CAST you picked up earlier. He winds up with a strange, western accent. Do your best to understand where he's coming from and move on. Though monsters get in your way frequently, it's something else that is troubling about the ruins.

The boss fight is an easy one, but you must stay on your toes. You are being watched!

Affection Chart

01 The mayor has prepared a reward for finding Ogi

- I don't want a reward (Sarisa +1, Kai +1)
- Leave it to me (Ogi +2)
- Are you sure?

02 You see the abandoned city, Paru

- What an old ruin (Kai +1, Ogi +1)
- It looks deep (Sarisa +1)
- It's falling apart (Kai +1)

03 Kai complains that Ogi's head is heavy

- Offer to carry it (Sarisa +1, Kai +3, Ogi +2)
- Just roll it along

04 The projection device is working

- It looks interesting (Ogi +1)
- This is from 200 years ago… (Sarisa +1)
- Can we look at something else?

05 Reve is trying to attack us (only if you are playing a Newman)

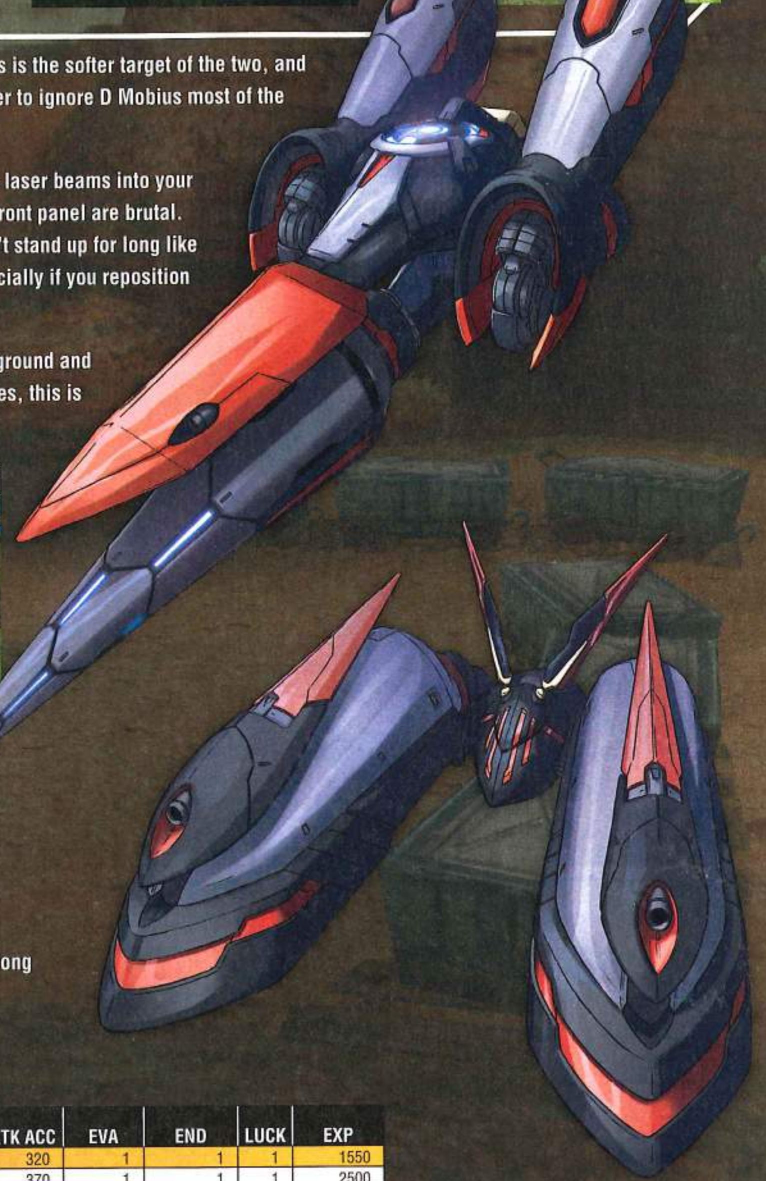
- Nod silently
- That's right

06 Reve is going to attack Sarisa

- Ready your weapons (Kai +1)
- Stand in front of Sarisa (Sarisa +1)
- Worry about the broken machine (Ogi +1)

Two Bosses for the Price of One

D MOBIUS & D CHAOS



D Mobius and D Chaos have VERY high health, but are easy to damage. D Chaos is the softer target of the two, and you can do all of your damage to that craft and still win the fight. Thus, it's better to ignore D Mobius most of the time while focusing your attention on D Chaos.

Mobius is the large drill ship while Chaos is the two-pronged vessel that shoots laser beams into your group. Chaos takes almost no damage from rear or side strikes, but hits on its front panel are brutal. If you have a multi-target weapon or Photon Art, use it aggressively. Chaos can't stand up for long like that. It spins around to shoot at people, but you won't take much damage, especially if you reposition to attack the front diagonally.

Mobius's attacks do high damage and slow your characters. He'll drill into the ground and then come back out, nailing your people again and again. If you stay at the edges, this is mostly avoidable.

Periodically the two ships converge on the center of the field. This is THE BEST time to use Photon Blasts. Aim carefully, attempting to smack back the vessels with your attack. This often ends the fight early. When it doesn't, the two machines unite in a circle, facing outward and attacking anything that gets close. Stay on Chaos and keep the damaging going.

The combat pattern repeats after the circle phase ends. The fight doesn't take long after that, even on higher difficulty modes.

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	5400	450	420	30	1	1	320	1	1	1	1550
HARD	1.00	10200	1210	1145	180	1	1	370	1	1	1	2500
SUPER HARD	1.00	12000	1950	1850	400	1	1	400	1	1	1	5000

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF. MULTIPLIER	DODGE MULTIPLIER	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
D MOBIUS	NORMAL	0.75	1.00	5	20	45	45	15	45	30
	HARD	0.80	1.00	5	20	65	65	30	65	65
	SUPER HARD	0.85	1.00	10	25	80	80	45	80	80
D CHAOS	NORMAL	1.20	1.00	5	20	50	50	30	50	50
	HARD	1.25	1.00	5	20	70	70	45	70	70
	SUPER HARD	1.30	1.00	10	25	85	85	60	85	85

All the Quests You Want!

Completing "Artifacts" unlocks a new story quest as well as four repeatable quests. If you're feeling underpowered, go through all of the repeatable quests. They have their own stories. None are essential for saving the world, but they teach you more about some of the game's mechanics.

A Far Journey ★★

N/A

monsters

Batt

Bullbatt

Rumole

Kapantha

Rohjade

Rohcrysta

description

A portal to the moon is said to be at the Makara Grotto Ruins. Investigate at once.

Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	-	-	-	-	-	-	-
Bosses	-	-	-	-	-	-	-

Affection Modifiers

The group has gotten a body for Ogi and tells Dairon about Reve. During their meeting, Dairon City is attacked by mysterious flying objects. The Hunters work to repel the assault, after which Sarisa gives the group information on the Newman, prompting them to consider a trip to the moon.

Chapter 5 through Chapter 7 are staged as a continuous expedition, with no opportunities to return to the city. However, if you save and restart after clearing a chapter, you can start that chapter from the beginning again or use teleporters to return to the city. You can also use telepipes, so prepare a few in advance.

Insider Info

If your character is Newman, you'll experience a slightly different flow of events after Sarisa reveals her true form.

Affection Chart

01 Kai says he has something to tell the Mayor
- Talk about Reve (Kai +1, Ogi +1)
- Say nothing (Sarisa +2)

02 Everyone wonders how to get to the moon
- Maybe there's a teleporter there
- Maybe there's a path there somewhere

03 The Mayor orders you to find the "Gate of Light"
- Don't worry, we'll find it! (Sarisa +1, Kai +2, Ogi +1)
- Won't that take a while?
- Start walking for the pillar to heaven

04 You see the cave ruin, Makara
- I wonder if there's a path?
- Kind of a creepy place (Sarisa +1, Ogi +1)

05 Kai refuses to tell the old story, saying it's boring
- We don't mind (Kai +2)
- Make it more interesting

06 Sarisa tells Ogi that there are no CAST on the moon
- Were you surprised?
- What about Humans?

07 Kai is surrounded by enemies
- Run to save Kai (Sarisa +2)
- We can't save Kai (Kai +3, Ogi +2)

Quest Details

You've learned a sliver of the truth, and it's enough to worry everyone. Now your party of heroes must find a way onto the moon. The type of technology needed for this was lost 200 years ago, but there might be surviving teleporters that can get you there. A beam of light from the Maraka Grotto Ruins shines high into the heavens from time to time. That could be what you need.

IT'S GOOD TO HAVE A WAY HOME

Experience is wonderful in this dungeon. Only the bat-like creatures are nuisance targets. Everything else is worth a fair sum, and your party's levels skyrocket because of that. Abandon the mission at the end and repeat the area if you like.

Remember to bring telepipes into this mission. These help if you want to abandon the fight, but they're also essential for the time AFTER you complete the quest. You want to be able to get back to town to sell spare goods and buy new items, right? That won't be possible from the moon unless you have telepipes, so always keep some on hand.

Slumming It

This is the only area besides Rioh Snowfield that has a monster encounter instead of a boss fight. That makes this quest ideal for farming gold and Experience when you unlock new difficulty modes. It's rough to defeat bosses until you've gotten powerful gear and higher levels for your party, but generic enemies are much safer to bring down. Come here when you first unlock Hard Mode and Super Hard Mode.

Slash through the many melee targets in the ruins and exploit their weakness to ranged damage. Force Users and ranged characters with long-range weaponry have a field day with these guys.

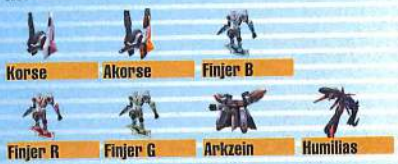
Only the well-armored Rohjade and Rohcrystas are good opponents if you fight dirty. You start seeing Rohjades later in the quest, and they're worth a satisfying amount of Experience. Several of them guard the end of the level, so it's important to get good at killing them.

Get two full combos in each time a Rohjade/Rohcrysta stops moving. The enemies ball up afterward and bounce across the screen. Rotate your camera to follow your enemies' movement, and avoid the foes until they stop and fall over. That's when you resume the beatings.

Truth Revealed ★★

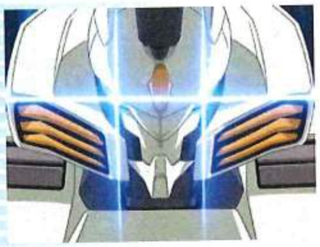
N/A

monsters



description

Infiltrate Arca Plant and obtain a CAST body to access historical data.



Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	-	-	-	-	-	-	-
Bosses	-	-	-	-	-	-	-

Affection Modifiers

Your party discovers a teleporter to the moon deep within the ruins. The party is forced to leave Kai behind, but successfully activates the teleporter.

This expedition is performed by a party of three made up of your character, Sarisa, and Ogi. An event occurs after you leave the basement, which allows Ogi to change to a body that is better suited to his head.

MECHANICAL ENEMIES

Weapons are sometimes geared to be more effective against certain enemies. Use the L or R Buttons to page through each weapon's statistics. So far, you've faced primarily Native or Beast enemies. That changes here.

Everything you face in the Arca Plant is Mechanical. Search your inventory and the weapon store back in town; try to find something that is close to your level that ALSO has a high bonus to Mechanical damage. Doing so makes the mission much easier.

Affection Chart

01 You wake up in a place you've never seen before

- Is this the moon?
- Where am I?

02 To Sarisa, who wants to save Kai

- We can't (Kai +1, Ogi +2)
- You can't (Sarisa +1)

03 Surrounded by a Newman brigade led by Reve

- Surrender (Reve +1)
- Fight (Sarisa +1, Ogi +3)

04 Ana welcomes you home (**Newman only*)

- Thanks
- Huh?

05 Ana offers to show you to your destination

- Refuse (Ogi +2)
- Accept

Quest Details

The Arca Plant is quite large. Get as many telepipes, traps, healing items, and other supplies as you can afford/carry, and then start the fighting. Mother Trinity's forces clash constantly with your allies, but the Experience is substantial. It's easy to grab more levels here if you've fallen a bit behind.

Keep a spare ranged weapon or Technique ready for Finjers; they move quickly and are a pain to kill with melee attacks. If you dislike using ranged attacks, cut Finjers off when they're near walls. This pins them in place and makes it easier to cut the mobile robots into their component parts.

Arkzeins are the worst of the worst, though. These missile boats have tracking missiles that punish your party if people stay at long range. Close immediately with Arkzeins and stay on their rear or flanks. Evade away if they turn toward you for a charge attack. Follow quickly and continue your attack combos as soon as possible. If you're early in the quest, it's even worthwhile to use Photon Blasts to clear groups with one or two Arkzeins!

Time to Embarrass Humilias

HUMILIAS

PHASE ONE

Humilias sets you up for a long fight. He doesn't avoid damage well, but his supply of Hit Points takes a long time to deplete. Take advantage of his slow attack preparation to lay on the damage.

You know it's safe to attack when you see Humilias repositioning. Wind blows beneath his feet as the robot glides around the board. Attack with impunity at this time; it's your bread and butter for safe killing.

Evade shortly after Humilias stops. He'll launch beam attacks at the group. These deal damage and causes status effects as well, including a Freeze effect that almost ensures additional damage (because you take his sword follow-up in the face)!

Evade to the flanks and then continue moving to get behind Humilias. He moves from his beam attack to a sword smash. That hit does even more damage, and it's no fun to endure.

Periodically, Humilias sets up a wide field of attacks. Red squares highlight the targeted areas of the board. Scan your camera around until you see a square that isn't red and head for it immediately. Hide there until the attack ends.

Another timed attack is Humilias's flight mode. He'll transform into a jet and swoop back and forth over the area. Avoid him and stay on the defensive. This won't last long.

PHASE TWO

After you've done enough damage, Humilias ups the ante. Though his routine is similar in the second phase, the attacks are more dangerous. The robot shoots a pair of beams before moving to stomp/blade attacks, and he's likely to freeze you again or land a slow effect. Both are evil, as always.

Be ready to back off and use non-palette healing items if your major healing goodies run out. If you get really good with the menus, switch palette items mid-fight for easier access. This is best done during the plane swoops.

Fortunately, Humilias doesn't last very long in his second phase. Keep the damage pressure on him and beat the fight.

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	6000	500	480	60	1	1	320	1	1	1	2880
HARD	1.00	11000	1500	1230	275	1	1	380	1	1	1	4300
SUPER HARD	1.00	14000	2250	2200	430	1	1	410	1	1	1	6700

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF. MULTIPLIER	DODGE MULTIPLIER	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
FRONT & FLANKS	NORMAL	1.20	1.00	5	25	50	50	30	50	50
	HARD	1.20	1.00	5	30	70	70	45	70	70
	SUPER HARD	1.20	1.00	10	35	85	85	60	85	85
REAR	NORMAL	1.20	1.00	5	15	45	45	15	45	45
	HARD	1.20	1.00	5	20	65	65	30	65	65
	SUPER HARD	1.20	1.00	10	25	80	80	45	80	80

You're almost at the end of the moon base now. Mother Trinity is on the ropes, but that makes her all the more desperate. Return to town (with a telepipe) in between cutscenes. Purchase additional supplies and sell unneeded items to clear inventory space.

Curtain Call ★★

4,000 Meseta

monsters

Derreo

Zerreo

Phobos

Zaphobos

Eulid

Eulada

Mother Trinity

Dark Falz

description

Enter the Dark Shrine with your partners and destroy Mother Trinity.

Quest Modifiers to Enemy Statistics

ENEMY TYPE	HP	POW	DEF	ACC	EVA	MAGIC	EXP
Normal	-	-	-	-	-	-	-
Bosses	0.9	0.9	-	-	-	0.9	-

Affection Modifiers

The Paths Split Again

This quest's story changes slightly depending on your main character's race. Humans run through this mission with Reve at their side. CAST and Newman have Kai as an ally. Also, some of the affection conversations change. You can find the answers for both sets below.

APPLYING OPPOSITES

Usually, white enemies are weak against Dark, while black enemies are weak against Light.

DESTROYING THE DARKNESS

Monsters in the Dark Shrine are infused with Dark energy. They take more damage if you use weapons with a high Dark Affinity! Look through your inventory and through the store to see if there's anything appropriate.

Also, bring armor with Dark Affinity. The boss fights in the Dark Shrine are tough when you're a beginner, and every edge is worth having.

Yes. We did say boss **fights.**

For Humans

Your group succeeds in destroying the reactor, but fails to stop Mother Trinity's most deadly weaponry. The group returns to the Resistance's base of operations, when new information launches your final quest.

Reve joins the party in this task. His defense is low compared to Kai, so you'll want to keep him covered and properly healed. The enemies that appear in the first half of the Temple of Darkness are weak against Dark; those from the third zone onward are weak against Light. Keep this in mind when using techniques.

Affection Chart

01 Reve appears suddenly in the Resistance base
- He's our friend!
- He's not an enemy! (Reve +3)
- Why are you here? (Reve +1)

02 You're told you can't beat Reve
- It's alright, my friends are here (Reve +2)
- You might be right, but...

03 Reve pledges to betray Mother Trinity
- Reve is our friend too (Sarisa +1)
- Let's fight together (Reve +2)
- Be careful

04 Ana entrusts you to destroy Mother Trinity
- Nod silently (Sarisa +1, Ogi +1, Reve +2)
- Answer loudly

05 To Ana on her way to destroy the Energy Furnace
- We'll meet again if you make it through (Sarisa +1)
- We'll wait for you (Ogi +1)
- Good luck (Reve +2)

06 Ana's communications are cut off in a bad place
- Trust her (Sarisa +1)
- Go to save her
- Give up (Reve +2)

07 Evaluating your reaching Mother Trinity
- No big deal (Ogi +1)
- It was pretty hard
- It was so hard
- I thought we might not make it

08 Receive the Photon Eraser, but are pushed up against the wall
- Don't give up, and fight back! (Sarisa +1)
- Stand up silently (Sarisa +1)

09 Asked why people do such foolish things
- They're not foolish!
- Glare at Mother Trinity

10 Receive a transmission stating that Ana has destroyed the Energy Furnace
- We're saved!
- Then it will work out somehow...!

11 You hear Kai's voice on the radio
- I knew it! (Kai +1)
- Thank God...

12 Mother Trinity asks why you fight
- For my friends (Kai +1)
- Against the people who would threaten peace (Ogi +1)
- To protect something important (Reve +2)
- To make people happy (Sarisa +1)

13 You destroy Mother Trinity
- Shout with joy
- Shake your head (Ogi +1)

14 Sarisa disagrees with Dark Falz
- That's right!
- This is the last battle!

15 To Reve, who chooses to stay behind in the breaking temple
- Hit him (Reve +3)
- Throw him (Reve +1)
- Yell at him (Reve +2)

16 To the indecisive Reve
- Let's return together (Reve +1)
- You're pitiful

17 Sarisa says she hopes the story has a happy ending
- The story's not over yet (Sarisa +1)
- The story's still going (Sarisa +1)
- It's the beginning of a new story (Sarisa +1)

18 Let's go back to the city
- Let's go!

For CASTs and Newmans

The group succeeds in destroying the Energy Furnace, but Mother Trinity has prepared another furnace. The group returns to the Resistance's base, when Kai makes another appearance. Reve also gives you information on the location of the new furnace, prompting the group to split in two for the final battle.

Affection Chart

01 You meet Kai again in the Resistance base
- I knew you'd be safe! (Kai +2)
- I was so worried! (Kai +1)

02 Ana tells you that you can't win in a full frontal assault
- As long as my friends are here, we'll have a chance (Kai +3)
- You might be right, but…

03 Ana entrusts you to destroy Mother Trinity
- Nod silently (Ogi +1, Reve +2)
- Answer loudly (Reve +3)

04 To Ana on her way to destroy the Energy Furnace
- We'll meet again if you make it through (Sarisa +2)
- We'll wait for you (Ogi +1)
- We're counting on you (Kai +2)

05 Ana's communications are cut off in a bad place
- Trust her (Sarisa +2)
- Go to save her
- Give up (Kai +2)

06 Evaluating your reaching Mother Trinity
- No big deal (Ogi +1)
- It was pretty hard
- It was so hard
- I thought we might not make it

07 Receive the Photon Eraser, but are pushed up against the wall
- Don't give up, and fight back! (Sarisa +1, Reve +2)
- Stand up silently (Sarisa +1, Reve +1)

08 Asked why people do such foolish things (Reve +2)
- Glare at Mother Trinity (Reve +1)

09 Receive a transmission stating that Ana has destroyed the Energy Furnace
- We're saved! (Reve +5)
- Then it will work out somehow…! (Reve +3)

10 Mother Trinity asks why you fight
- For my friends (Kai +1)
- Against the people who would threaten peace (Ogi +1)
- To protect something important (Reve +1)
- To make people happy (Sarisa +1)

11 You destroy Mother Trinity
- Shout with joy (Reve +2)
- Shake your head (Ogi +1)

12 Sarisa disagrees with Dark Falz
- That's right!
- This is the last battle!

13 To Reve, who asks you to leave him behind
- Hit him (Kai +3)
- Throw him (Kai +1)
- Yell at him (Kai +2)

14 Sarisa says she hopes the story has a happy ending
- The story's not over yet (Sarisa +1)
- The story's still going (Sarisa +1)
- It's the beginning of a new story (Sarisa +1)

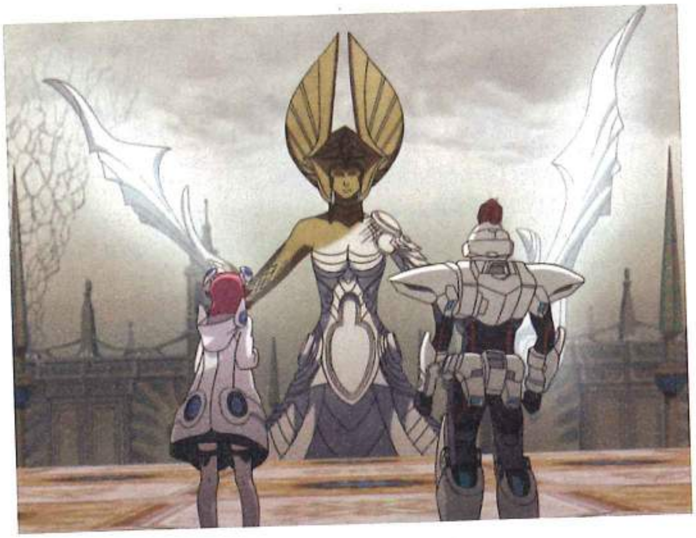
15 Let's go back to the city
- Let's go!

Quest Details

The Dark Shrine is one of the longest areas in the game. Many of the enemies are fairly tough, but their Experience value is high. Bring a strong enough weapon with Dark Affinity, and it won't be too bad pushing through here.

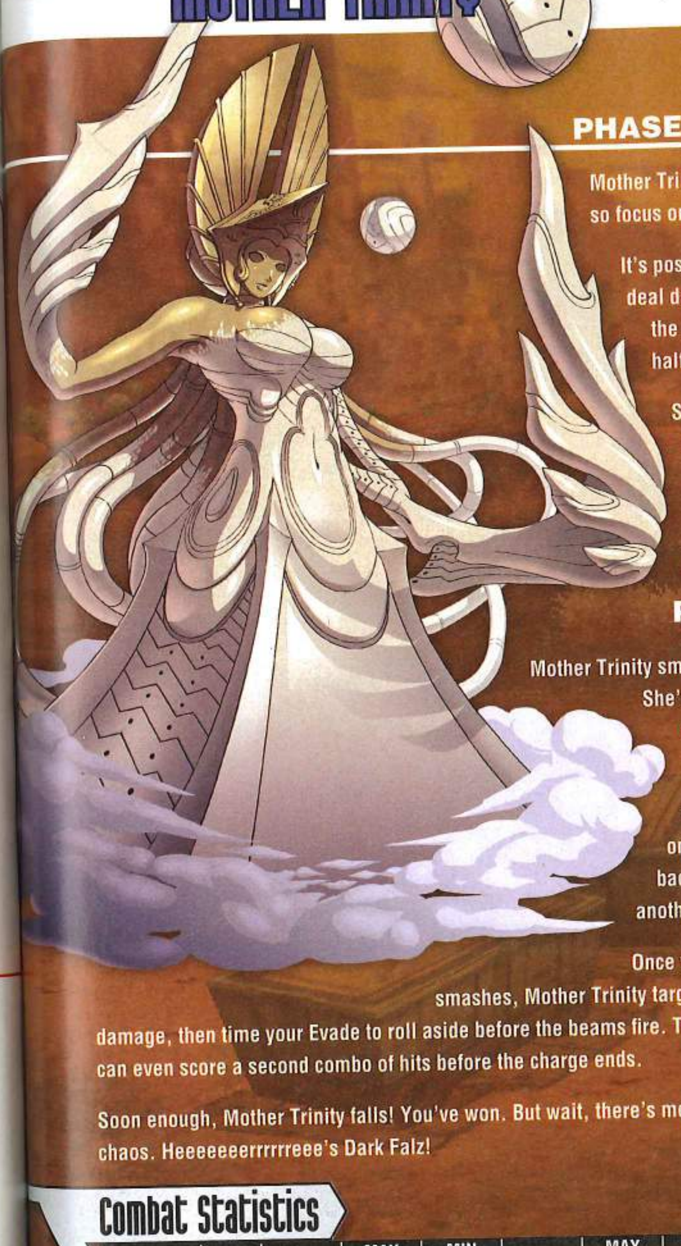
Phobos- and Eulid-type enemies give you the most hassle, and both are rather slow. Melee characters can Evade and outflank these enemies without any problems, while ranged or technique-based characters shoot and scoot away to avoid counterattacks.

The real deal is at the end of the Dark Shrine. Mother Trinity's fight is as nasty as they get. Even a full stock of healing items doesn't guarantee victory.



The Mother of All Boss Battles

MOTHER TRINITY



PHASE ONE

Mother Trinity sends out three fragments as soon as the fight begins. You can't hurt Mother Trinity yet, so focus on the little guys. Killing two of them initiates the second phase.

It's possible to avoid almost all of the damage in this phase. Get close to the spinning fragments to deal damage safely. Most of their attacks are ranged or area based. Every six or seven seconds, the targets reposition. Rush to follow them and Evade for a burst of speed when you're about halfway there. This is the key to dodging the area-of-effect blasts they unleash.

Sometimes you take damage because a group member ticks off a second fragment and a blast gets too close to you. That's not a big deal. Heal and keep going. You don't want to use much healing here, but a spare Monomate or two won't kill you.

As soon as the second fragment dies, things change. The final fragment becomes immune to damage, and Mother Trinity comes forward for some fun of her own.

PHASE TWO

Mother Trinity smashes through the front floor. Stay away from her for a moment and watch her attack pattern. She's not a subtle girl. Her primary attack is to bash the floor nearby with her HEAD. She'll do this three times in a row. Ranged characters and Force Users should go to town and take as many free hits here as they can.

Melee characters must be more careful. Using a longer weapon, like a Sword, helps to pile on damage without getting too close to her head. If you don't have a longer melee weapon, stay back until her head lands and only come forward for a single hit (not a combo). Retreat, avoid another head smash, and punish her again. Other characters do more damage here, but that's life.

Once you know to avoid these attacks, there isn't much left to worry about. After the trio of head smashes, Mother Trinity targets all of her enemies and charges a heavy beam attack. Take a full combos of attacks for free damage, then time your Evade to roll aside before the beams fire. This takes practice, but it's quite doable after you get used to the attack. Experienced fighters can even score a second combo of hits before the charge ends.

Soon enough, Mother Trinity falls! You've won. But wait, there's more. Fans of the series know what's coming. It's our zany friend of the land of darkness and chaos. Heeeeeeerrrrrreee's Dark Falz!

Combat Statistics

DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	3500	650	620	65	1100	950	330	1	1	1	3
HARD	1.00	7000	1300	1270	130	1800	1650	380	1	1	1	3
SUPER HARD	1.00	9500	2200	1900	160	2300	2100	450	1	1	1	3

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF. MULTIPLIER	DODGE MULTIPLIER	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
BODY	NORMAL	1.10	1.00	0	20	40	40	40	30	30
	HARD	1.10	1.00	0	20	55	55	55	45	45
	SUPER HARD	1.10	1.00	0	25	75	75	75	65	85
HEAD	NORMAL	0.70	1.00	0	10	35	35	35	25	25
	HARD	0.70	1.00	0	10	50	50	50	40	40
	SUPER HARD	0.80	1.00	0	15	65	65	65	55	75
RIGHT HAND	NORMAL	1.20	1.00	0	10	35	35	35	25	30
	HARD	1.20	1.00	0	10	45	45	45	35	40
	SUPER HARD	1.20	1.00	0	15	65	65	65	55	80
LEFT HAND	NORMAL	1.20	1.00	0	10	35	35	35	25	30
	HARD	1.20	1.00	0	10	45	45	45	35	40
	SUPER HARD	1.20	1.00	0	15	65	65	65	50	80

DEATH IS NOT THE END

Dying during the fight against Mother Trinity or Dark Falz doesn't end your game. You return to the Hunter's Guild and get a chance to purchase new healing items. Do so! You start again at the beginning of the Mother Trinity fight.

If you're low on supplies when you first reach Mother Trinity, let her kill you. This avoids the situation where you waste what you have killing her only to die against Dark Falz.

When Darkness Falls

DARK FALZ

Dark Falz smacks around groups of heroes without fail. Strong healing is essential for your survival and eventual victory. Equip your weapons with the most damage potential and switch your palette to focus on group healing and personal healing! When you need to enter the menu, retreat to the edge of the screen; that's where Dark Falz has the hardest time hitting people.

Dark Falz is easy to hurt, but his damage output is frightening. The black spheres he summons do damage to anything they touch. Keep all of your allies alive to ensure that no individual gets too much of their attention. Melee characters should hug Dark Falz's flank while dealing damage. Have ranged attackers spread out. A tentacle comes up from the ground if you stand in one place for too long, so stay mobile!

Retreat if the spheres focus on your character. Let the other characters deal damage while you Evade and wait for the spheres to go after someone else. Healing through the sphere attacks is too much to ask unless you're dramatically overleveled for this fight.

Dark Falz eventually starts a set of flybys, much like Reyburn's. Evade to roll out of his way and wait for Dark Falz to settle down again. Get back on the damage train when you can and finish him off.

The demon doesn't have many quirks when you think about it. He's just a crazy damage dealer. Almost all weapons affect him well, and everyone has a chance to contribute.

Combat Statistics

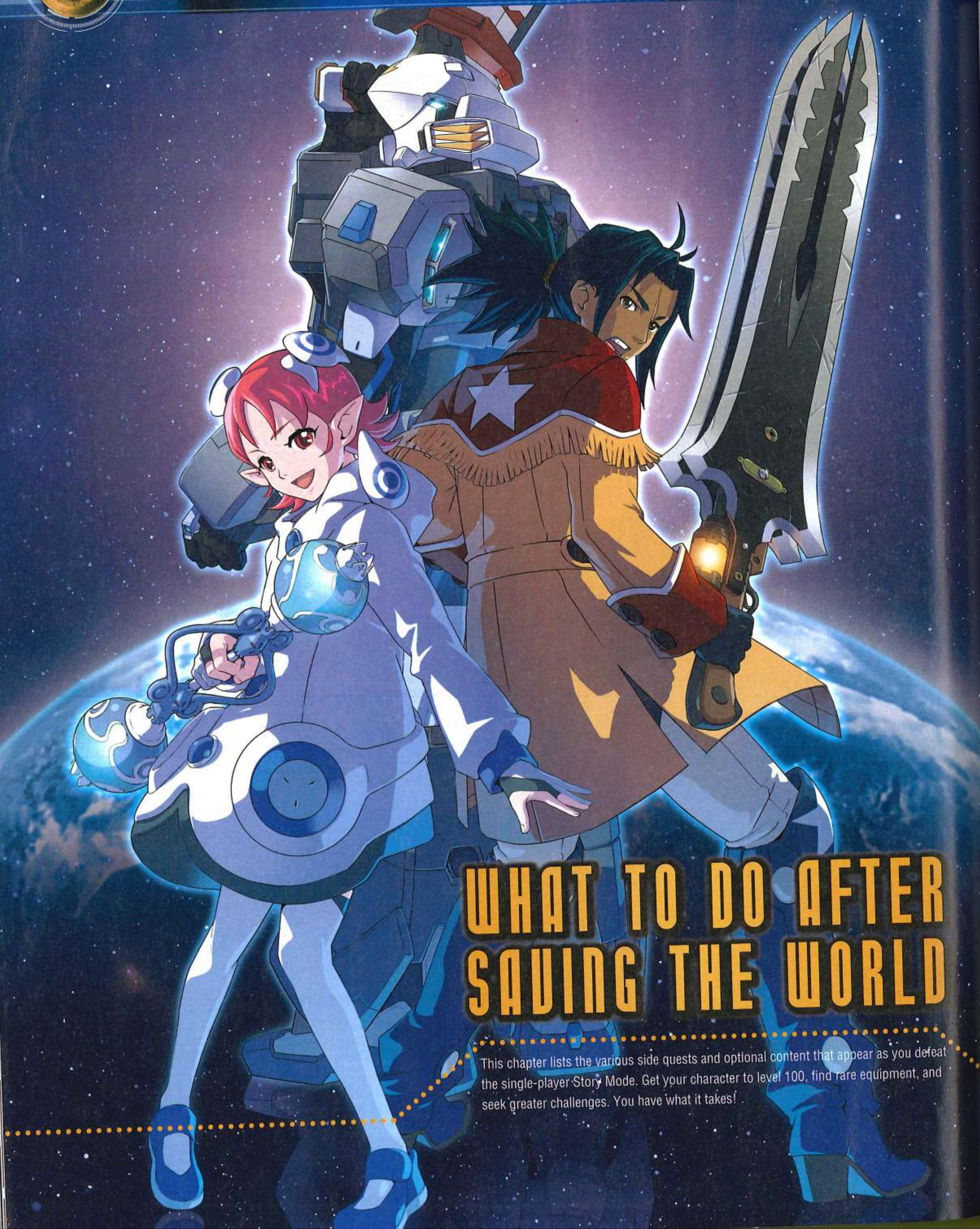
DIFFICULTY	SPEED	HP	MAX MELEE	MIN MELEE	DEF	MAX MAGIC	MIN MAGIC	ATK ACC	EVA	END	LUCK	EXP
NORMAL	1.00	8600	800	770	77	1440	1340	330	1	1	1	4000
HARD	1.00	12000	1600	1450	135	1830	1630	380	1	1	1	6000
SUPER HARD	1.00	16000	2150	2000	350	2350	2000	480	1	1	1	10000

Resistance to Damage (By Location)

LOC	DIFFICULTY	DEF. MULTIPLIER	DODGE MULTIPLIER	MELEE	RANGED	FIRE	ICE	ELEC	LIGHT	DARK
HEAD	NORMAL	0.85	1.00	0	10	80	80	80	50	80
	HARD	0.85	1.00	0	10	80	80	80	60	80
	SUPER HARD	0.90	1.00	10	25	85	85	85	80	90
FORELEG	NORMAL	0.90	1.00	5	10	80	80	80	80	80
	HARD	0.90	1.00	5	10	80	80	80	80	80
	SUPER HARD	0.95	1.00	10	25	90	90	90	85	90
HINDLEG	NORMAL	1.10	1.00	10	50	80	80	80	75	80
	HARD	1.10	1.00	10	50	80	80	80	75	80
	SUPER HARD	1.10	1.00	60	70	90	90	90	85	95
SPHERES	NORMAL	1.00	1.00	0	30	80	80	80	70	80
	HARD	1.00	1.00	0	30	80	80	80	70	80
	SUPER HARD	1.00	1.00	0	30	85	85	85	75	85

The world is saved by your heroic efforts. Even better, there are rewards for your work. Hard Mode is now unlocked. All of the existing quests are available in Normal and Hard difficulty. Hard quests get you far more Experience and money. They also give you access to higher grade equipment. Five stars is NOT the maximum. There are six and even seven star items in the game. You won't see the best of the best in Hard Mode; that's reserved for Super Hard Mode. Unlock that by defeating all quests in the game in Hard difficulty.

There are also new quests in the Hunter's Guild. These extend the story and develop your characters as they help clean up the mess left behind by Mother Trinity's fall.



WHAT TO DO AFTER SAVING THE WORLD

This chapter lists the various side quests and optional content that appear as you defeat the single-player Story Mode. Get your character to level 100, find rare equipment, and seek greater challenges. You have what it takes!

Repeatable Quests

A number of ongoing quests show up even before you beat the game the first time. Completing the first few areas unlocks many of these side tasks. All of them are repeatable as often as you like, and you get rewards each time you win. It's essentially paid grinding. You get free goodies while building extra Experience and items. If you're feeling underpowered and don't have friends to play with, use repeatable quests to get up to speed.

Devilish Return ★

500 Meseta

Reward: Twin Ketchup

monsters

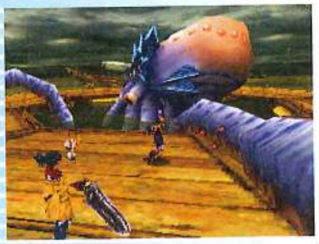
Porel
Pomarr
Hypao
Vespao
Pelcatraz
Octo Diablo

description

The octopus has returned to the Wetlands. Investigate and eradicate it

Sarisa

But that giant octopus... Does that mean there's more than one? Or did we really not finish it off last time?



Is Octo Diablo back?

Go back through the Wetlands and kill another Octo Diablo. There is a story behind it, and you learn why the quest is repeatable. This is a good way to score another level or two before moving on.

Mayor's Mission ★

500 Meseta

Reward: Grow Shower

monsters

Ghowl
Vulkure
Garapython
Garahadan
Grimble
Helion
Reyburn

description

You are to gather a certain plant from the valley. Full secrecy is to be maintained.

Dairon

Ah, yes, yes, here it is. Pull here, and... Oof! There we go.

Go back through Gurhacia Valley and kill Reyburn. Search afterward for a glowing plant. Make sure to get all the items from the chest before picking the plant, because you end the mission afterward and head back to the Mayor.

A Small Friend ★★

1,000 Meseta

Reward: All Resist Lv 1

monsters

Pobomma
Izhirak-S6
Bolix
Fruoutang
D Mobius
D Chaos

description

This quest concerns MAGs. Applicants must agree to total non-disclosure.

Learn more about MAGs while going back to Oblivion City. If you're at all confused about using MAGs, this is a neat quest that explains some of MAGs' mechanics and the background for these helpful creatures.

Get Connected ★

1,000 Meseta

Reward: Ace/PP

monsters

Ghowl
Vulkure
Garapython
Garahadan
Grimble
Helion
Reyburn

description

There seems to be cable trouble in the valley. Can I get an escort, just in case?

Natsume

I had all the other cable workers and their escorts move ahead to inspect and repair the cables.

Go back to Gurhacia Valley to find out about a broken cable. Natsume, a CAST, is there. She'll take you down the line and look for the actual break. By the time you get this quest, it's very easy to complete. There aren't any tricks or surprises.

Mayor's Quest ★

1,500 Meseta

Reward: Ace/HP

monsters

Porel
Pomarr
Hypao
Vespao
Pelcatraz
Octo Diablo

description

You are to collect the mucus of a mollusk from Ozette Wetlands. Secrecy is to be maintained.

Dairon

Its benefits are fantastic, I´ve heard.
With it, I can surely save my hair--
Uh, no! The world will be saved!

Return to Ozette Wetlands. Go through it and kill Octo Diablo again, then hunt around the boss's area for some precious mucus. Bring this item back to the Mayor for your reward. This quest has a fairly amusing backstory.

Waltz of Rage ★

500 Meseta

Reward: 8-Ouncer

monsters

Usanny
Stagg
Reyhound
Hildegao

description

An expedition team and cable workers clashed in the Rioh Snowfield. Investigate.

Ogi

So, what exactly are you doing here?

Watch out--
they're tough!

Rush through the Snowfield again. You don't face any new targets, and the Experience is rather low because of the weak enemies involved. Don't bother with this one on Normal difficulty unless you're being especially thorough. However, this is a great way to introduce yourself to new difficulty levels. Your hero won't face a major boss, nor have any tricky foes to worry about. Get safe Experience before you take on deadlier regions.

Third Daughter ★★★

3,000 Meseta

description

Help the Cake Shop workers find a lost sister.

This quest is extremely hard to trigger if you're unlucky at finding special locations. Third Daughter doesn't appear at the mission desk until you've visited the Cake Shop and talked to the people inside.

To find the Cake Shop, return to the Ozette Wetlands and Gurhacia Valley often. Wander around, visiting every map in the region, and hope for the best. If you don't find the Cake Shop on a given run, kill Octo Diablo and reset the area to make another attempt.

Once you succeed in reaching the shop, talk to the owners, complete the area, then return to the mission desk. The new mission, "Third Daughter", is there. You must complete this mission to receive the Guardian Titles, so it's very important to track this down eventually[md]especially if you're a completionist.

Luckily, that's the only tough part of the mission. Everything else is a cake walk. Sorry, we had to throw that pun in there.

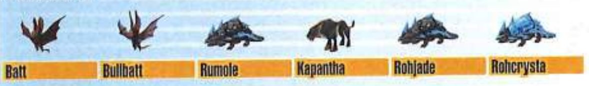
More Quests After Mother Trinity Falls

Beating the "last" quest in the Normal difficulty Story Mode opens a number of optional quests at the Hunter's Guild. These quests are listed here.

I Love Ruins ★★ (five on Hard) 1,500 Meseta

Reward: Rookie/Swift

monsters



description

I want to explore an unknown cave. But I need an escort for the dangerous bits.

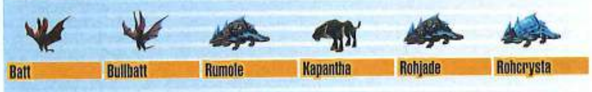
Nicolas wants to hire you and Ogi for this quest. Form a team and head into the Makara Ruins. The enemies' tactics are fundamentally unchanged. It won't be a problem even if you're still using weapons with Dark or Machine Affinity; these guys are weak enough that it won't make a difference.

Fight to the end and trash nine Rohjades (three in each wave). It's easy money. Nicolas might not get everything that he wants out of the place, but that's sometimes how life goes for a venturing capitalist.

Fallen Flowers ★★ (five on Hard) 2,000 Meseta

Reward: Doppel Scythe

monsters



description

Many of my compatriots lie in the grotto ruins. Take my flowers to them, please.

A grotto within the Maraka Ruins has been discovered; it's a place where fallen CASTs were laid to rest in ancient times. Ohyo, a CAST from town, has charged you with laying flowers in the grotto, in tribute to CASTs who have gone before.

This quest takes longer than the "I Love Ruins" guest because it makes you go through the entire dungeon. Still, it's fairly quick and the monsters don't have any new upgrades. Try this if you're feeling a bit underpowered for the next difficulty upgrade.

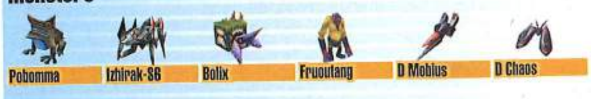
The final fight is another series of Rohjades, as usual. They're doomed!

Future Hunters ★★ (five on Hard)

2,000 Meseta

Reward: Rookie/Guard

monsters



description

We want to go places and learn about Hunters! The ruins will be neato.

Cyan and Millio are children of Dairon City; you may have seen them standing around the city entrance. They're eager to get out and see the world, and they're hiring your team to escort them. Your destination is Oblivion City. The quest is comparable to your first trip through the "Artifacts" quest. By now your group has so much strength that you won't break a sweat.

Consider taking this quest on Hard difficulty, even if it's your first time through. That's the only way to get new loot and more of an exciting challenge.

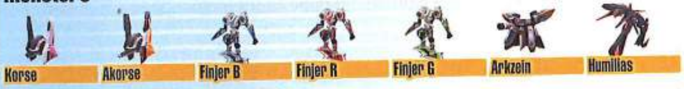
It doesn't take long to escort the kids through the ruins. They're young and enthusiastic, but you won't have to defend them in battle (thankfully). The end fight is another match against Mobius and Chaos. They don't have any new moves, so the old tactics work best. Play the cautious game around the edges, hit Mobius' front for major damage, and use your Photon Blast when the two meet in the center.

2 Sets of Heroes ★★★ (six on Hard)

3,000 Meseta

Reward: Harisen

monsters



description

Let's take the whole crew out like old times! People are staring, though.

Things are getting strange back in town. Why do people think that Sarisa is teasing the baby MAGs? That doesn't sound like her. Ogi stealing flowers? Kai selling other people's things? None of this adds up.

A set of villains is posing as your group, and they're hiding somewhere in the Arca Plant. Chase them there and investigate.

There is a substantial difficulty jump in this quest. If you've been hitting the Hard quests early, consider coming back down to Normal this time. Or, plan on heading back into town a few times for extra supplies. Bring your telepipes!

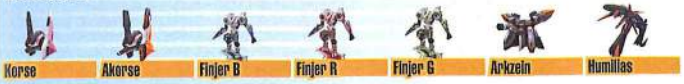
Sadly, you can't beat up the imposters when you catch them. There is another cool battle against Humilias, but the "bad guys" aren't entirely what you think they are.

Ana's Request ★★★ (six on Hard)

2,000 Meseta

Reward: Lieucon Stihl

monsters



description

A guardian robot is giving us trouble in the plant. Can anyone shut it down?

Ana has asked Reve and your team to head into the Arca Plant again. Reve isn't normally the type to cooperate casually, but Ana knows how to put the screws to him. Bring a couple additional buddies and get ready for some fun.

Reve isn't yielding about much of anything, but the time with your group is doing him good. He's starting to realize that it's not worthwhile to be "on" all the time.

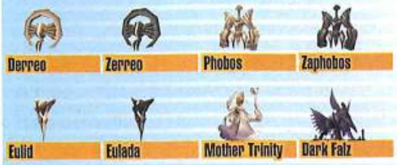
The Normal version of this quest is another cakewalk. On Hard you get a much more challenging run. Humilias has a ton more health, and the regular Arkzeins do enough damage to be a problem of their own. If you're still in your low 30s (or below), hold off just a bit longer or rerun some of the other Hard quests instead.

Mother's Memory ★★★ (six on Hard)

2,500 Meseta

Reward: Spirit Garb

monsters



description

The Dark Shrine needs to be investigated. Restricted to only the best Hunters.

Break out your Dark weapons again. Ana wants you to search through the Dark Shrine and learn more about Mother Trinity. She thinks that there were deeper motives behind Trinity's actions, and the Dark Shrine is the most likely place to find out more.

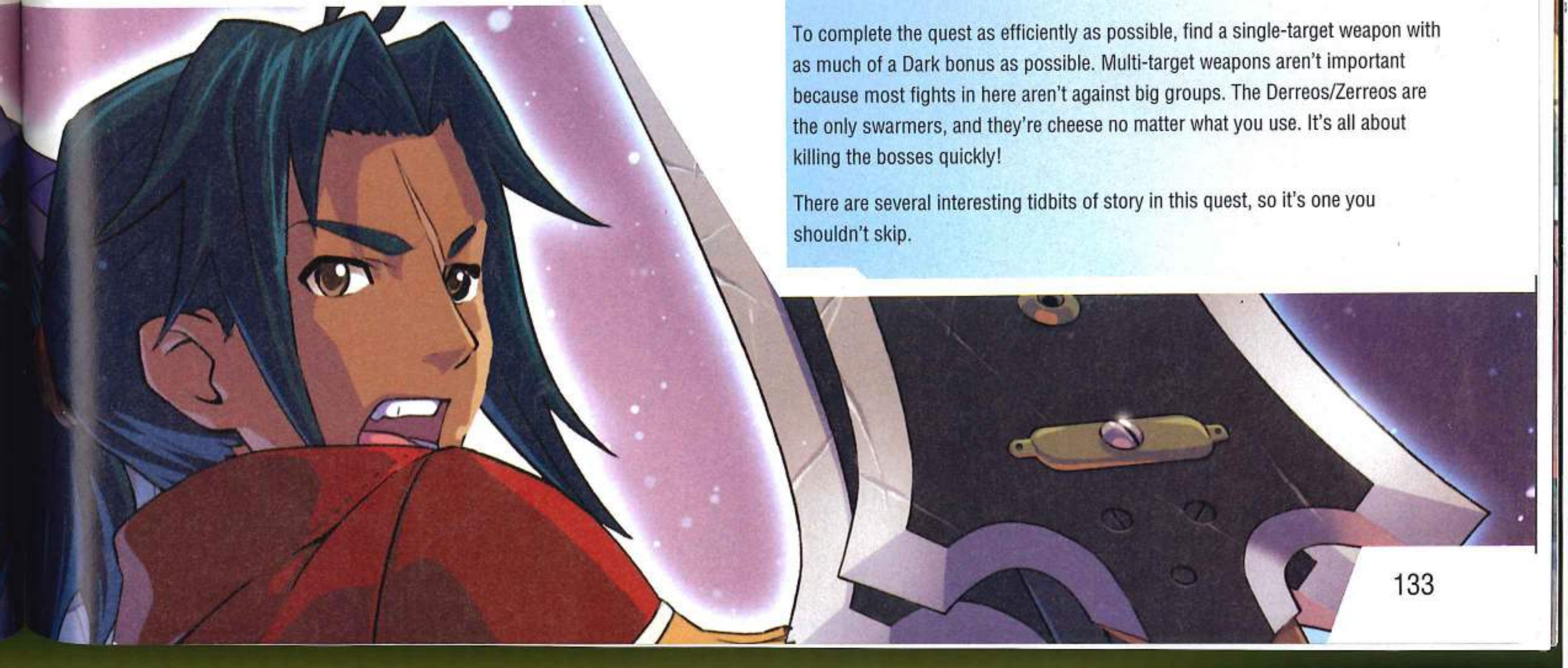
Remember how hard this area was the first time you beat it? It's not as nasty now because you know how to defeat Mother Trinity and Dark Falz, but that doesn't mean you can skimp on your healing items. Make sure to stock up on everything you can before coming in.

This is a good quest for farming Experience; there are many enemies that are worth a fair sum (even in Normal Mode), and you can build power quickly. However, this is an awful quest for money until you've outleveled the Mother Trinity fight entirely.

That said, money becomes fairly unimportant by this stage. You aren't going to buy many upgrades from the stores, so most of your money goes into item modification and healing items.

To complete the quest as efficiently as possible, find a single-target weapon with as much of a Dark bonus as possible. Multi-target weapons aren't important because most fights in here aren't against big groups. The Derreos/Zerreos are the only swarmers, and they're cheese no matter what you use. It's all about killing the bosses quickly!

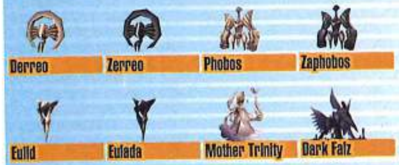
There are several interesting tidbits of story in this quest, so it's one you shouldn't skip.



To the Future ★★★ (six on Hard) 3,000 Meseta

Reward: Taxion Gun

monsters



description

We're investigating the Dark Shrine. Don't forget who asked for this quest.

That wasn't very smart.

This is another Dark Shrine quest. Reve has been having strange dreams, and he'll hire everyone to figure out what's going on. The logistics of this quest are very similar to the "Mother's Memory" quest, though the story is different and both are intriguing for their own reasons.

Be careful about doing them back to back. It costs much more to stock up on Star Atomizers and Dimates/Trimates than it does to collect them over time, from chests. Space out these Mother Trinity/Dark Falz runs; hit higher difficulty quests from earlier areas in between to get substantial Experience and even more treasure.

The Eternal ★★★ (six on Hard) 4,000 Meseta

Reward: 20 Grinders

monsters

Anything and everything

description

Climb over 100 floors of the Eternal Tower.

Try not to do anything crazy!
chain

"The Eternal" quest is the longest quest in the game. This can only be played offline; it consists of a 101-floor tower. Each floor has several rooms, so it takes a full day of work to get everything done.

What could possibly be worth that much effort, you ask? Well, there are many more rare enemies inside the tower. You often find multiple rare targets each time you go through the tower.

Beyond that, there are bosses every ten floors. There's also a bonus boss on the 101st floor. This leads to a fair amount of treasure, including the opportunity for extremely good items from the final fight.

Other Goals

New Challenges After Hard Mode

There sure are! You've probably noticed that the difficulty system rates missions even past the six star mark, but none of the quests go that high. So there has to be something else. Still, you don't unlock anything by beating Mother Trinity again, even on Hard difficulty.

The trick is to beat ALL quests on Hard. That includes "The Eternal" quest, so you won't open the highest difficulty mode quickly. It takes many hours of play to take down all of the Hard quests.

If you're the type of person who gets a bit impatient racing for the end, DO NOT attempt to beat "The Eternal" on Normal and Hard. This is not necessary. Normal quests don't count. You can skip as many of them as you like.

The Level Cap

Characters keep gaining levels until they reach level 100. That's as high as you can go in *Phantasy Star Zero*. The same is true for MAGs (they are much easier to cap than your characters).

Materials (Raising Stats)

Use Materials to advance your character. Humans can use 100 Materials per character, and both CAST and Newman can use up to 80. These items raise HP, PP, Power, Guard, Hit, Swift, or Mind. Because you can only use a limited number of Materials, it's important not to stack on every random item you find. Instead, choose the stats you care about the most and only use Materials of that type. For example, a HUcast would often enjoy HP, Power, and then some Guard or hit.

Materials are rare, but they can be found in chests from time to time. If you aren't going to use them, go to the Joint Chest in the Hunter's Guild and leave the spare Materials for your other characters. This removes any element of waste.

After a few quests are completed, your character finds out that there are stores in the sewers of Dairon City. Look for the manhole cover in the lower part of town, near the entrance. Use the cover to enter the sewers. Inside is a store where you can purchase items using Photon Drops. Materials are fairly inexpensive, and they're a great use of your Photons.

Another item sold in the store is a Reset Material. This item rips off the Materials that you've already used on your character, so be hesitant to use it unless you absolutely know what you're doing. The Reset Material is only good if you've accidentally purchased and used a wide range of Materials that you didn't really want. Strip these off your character to start over and "respec" into a better mix of Materials.

Collecting the Best Gear

There are rarely "one size fits all" solutions in *Phantasy Star* games. Some weapons aren't successful against certain bosses, and certainly it's best to have different elemental attributes for various weapons and armor. After your first time through Normal Mode, the leveling rate slows somewhat and you have more time with each set of gear. That's when it's best to start collecting.

Look for at least one weapon that excels at each attribute. Find an ideal Native, Beast, Machine, or Dark weapon. Switch these in and out between quests to ensure that your character slaughters targets quickly. Start doing the same thing with armor. Even if you have suits that are 10% worse on overall defense, that's quickly overcome when you gain 30-40% from awesome attribute Resistances! Bring armor with high Fire Resistance to fight Reyburn. Bring armor with high Light and Dark to fight Mother Trinity and Dark Falz.

Keep the spare equipment at the Hunter's Guild so your inventory isn't completely filled. However, you might want to bring spare weapons or armor along for places like the Eternal Tower. Enemy placement is random there; switch gear on the fly to stay at your best.

INTERVIEWS

You're probably stuffed to the gills already with *Phantasy Star Zero* content, but there's something special here to add to it. The Sega Japan team is fantastic to work with and they agreed to answer a few questions about *Phantasy Star Zero*, the process of developing the game, and some fun little tidbits about who they are. Enjoy the six interviews from some of the people behind this incredible game.

Satoshi Sakai **Producer**

Q: What role did you play in the *Phantasy Star Zero* project?

A: I had to bring everything together and also settle on our concept. I also had to make decisions when no one knew what to do. I also did a lot regarding how best to market the game, and supervised the creation of advertisements and promotional videos.

Q: What was your favorite part about this project?

A: Everyone's high level of motivation. I could really feel the positive energy from the team, saying "Let's make something amazing!"

Q: Was it challenging to work on an established property and continue its incredible tradition of fun and addictiveness?

A: It was very rewarding. There's always a risk of these things becoming stale, so I think our goal this time was to convert it into something that modern players could enjoy.

Q: What's the best thing about *Phantasy Star Zero*?

A: The fact that as a DS game, you can simultaneously have four players in full 3D, and even participate in visual chat.

Q: How difficult is it to balance the same levels for both offline play and cooperative play?

A: Figuring out the right level of difficulty has always been a challenge for the *Phantasy Star* series. This time we really wanted you to be able to play it for a long time and get plenty of challenge out of it, so I think we ended up ramping up the difficulty a bit.

Q: Which race and class would you choose?

A: I always play as a HUmar. I love fighting on the front lines.

Q: Can you provide any insight into the future of the *Phantasy Star* series?

A: Next year is the 10th anniversary of *Phantasy Star Online*, so I think we'll do something big for that. *Phantasy Star Zero* should give you a taste of where the franchise is going.

Q: What is your favorite boss? Why?

A: It's Reyburn. He's the first boss you meet, so he leaves an impression. And I think he's strong enough that beating him feels really satisfying.

WHAT'S YOUR...

FAVORITE MOVIE?
Star Wars & the *Godzilla* series

FAVORITE ALL-TIME GAME?
Ratchet & Clank (The first one)

FAVORITE BOOK?
Yoshio Ozaki's *Pilot Fish*
Saneatsu Mushakoji's Poetry Collections

FAVORITE GAMING SNACK FOOD?
I don't eat much.

CURRENT GAME-FOCUSED OBSESSION?
I want more people to learn about *Phantasy Star*

CURRENT NON-GAMING OBSESSION?
I like to challenge myself at anything.

BIGGEST HOBBY?
I like building models.

SECRET?
If I told you, it wouldn't be a secret.

Masayuki Kawabata Game Director

What role did you play in the *Phantasy Star Zero* project?

I was project manager and determined the overall development process. One of my most important jobs was having to convey Producer Sakai's vision to the people responsible for realizing each stage of production; I had to be the bridge between planner, designer, and programmer. Actually, I ended up having to make a lot of important decisions without authorization, but thankfully no one got mad.

What was your favorite part about this project?

Developing on the DS was a challenge for the *Phantasy Star* Team, but the overall mood was very positive. From beginning to end, it felt like everyone on every stage of the project was thinking "let's make this really great." That was the coolest part, for me. We also got a lot of support from the companies outside of the development process. It was a blessed project in many respects, and the things we learned on this project will serve us well in future entries to the *Phantasy Star* series.

Was it challenging to work on an established property and continue its incredible tradition of fun and addictiveness?

It was very rewarding. We had many members on staff who joined Sega because of how much they loved *Phantasy Star Online*, and they were reaching their full potential by the time development on this project started. So I got to see a lot of people with incredible passion for the project. They really wanted to create a title that wouldn't disgrace the name of the *Phantasy Star* series, and they worked tirelessly to accomplish that. I feel so proud to have been a part of it.

What's the best thing about *Phantasy Star Zero*?

It's the fact that you can connect to the network for free and play with players from all around the world without hassle. Also, the ease of the stylus-based visual chat, which lets friends communicate with each other in a variety of ways. These are the two things I want people to get a chance to experience. Another point of appeal is the unprecedented amount of data for a DS title, with over 300 items, and a multitude of high-level player modes.

How difficult is it to balance the same levels for both offline play and cooperative play?

We were fine-tuning this up to the last minute. But we had some really excellent people working on this, and we already have over 10 years of know-how from working on *Phantasy Star Online*, so I don't think it was especially hard. The baseline we worked from was that the game should be quite easy with four people in cooperative play; then at three players it should be a good difficulty level; and one or two players it should be quite hard. That's the difficulty level we tried to fine-tune it to. I think this is about standard for other series, as well.

Which race and class would you choose?

FOmar. FOmar's visual design was one of the hardest to decide on, so I have some affection for him from that. The fact that he can use melee attacks, ranged attacks, and techniques all fairly well made him convenient to use during game-checks, so at some point during the process I just grew to like him a whole lot.

Can you provide any insight into the future of the *Phantasy Star* series?

I think Producer Sakai can answer this question best (though I can't say for sure), but given that it is Sega's flagship RPG series, I'm sure we'll see many evolutions to come.

What is your favorite boss? Why?

I like the Reyburn that appears in Gurhacia Valley. He's the first boss we created, and we focused on map gimmicks, actions, and impact with him. The result is something quite glorious, and I have lots of good memories of the process that went into its development. The project manager thought of the name "Reyburn", with the "Rey" in his name coming from the "zero" in the game's title. ("Rei" is the Japanese word for 0). I remember thinking what a great name that was as a symbol of the boss.

WHAT'S YOUR...

FAVORITE MOVIE?

Ponyo; it's a masterpiece. When I first saw it I was so overwhelmed by all the layers of meaning, I smiled the whole way through.

FAVORITE ALL-TIME GAME?

Outside the *Phantasy Star* series, it's Konami's *Love Plus*. I turn on my DS to go on a date with her at least three times a day.

FAVORITE BOOK?

It may not have an English translation, but there's a Japanese fantasy novel called *UFO to Neko to Geemu no Kisoku* (UFOs, Cats, and the Rules of the Game). I read it in middle school. I still read it again from time to time.

FAVORITE GAMING SNACK FOOD?

Chupa Chups lollipops, because they don't get your hands dirty. When I eat them in the building people are surprised, they mistake them for cigarettes.

CURRENT GAME-FOCUSED OBSESSION?

Even if I watch videos on YouTube I can't always imagine the feeling of playing the game. Even if I can imagine it, I still find myself wanting to try out the controls for myself. I want to experience it. That's the kind of feeling I want to inspire in my own games.

CURRENT NON-GAMING OBSESSION?

There are plenty of things I like and dislike, but once I really get involved in something, I become obsessed. I might stay in the same place for hours on end just putting the finishing touches on it.

BIGGEST HOBBY?

Walking. I walk for two hours every day. While I walk, I think about a lot of things, and make note of those thoughts.

SECRET?

I'm an open book. I don't hide anything. I don't even have curtains at home.

Akira Iketani Design Leader and Character Modeling Team Leader

What role did you play in the *Phantasy Star Zero* project?

As the Design Leader I managed the design team's schedule, and allocated resources, such as memory, within the team itself. As the Modeling Team Leader, I managed the modeling team's schedule, and plotted out the process for character modeling and creation.

What was your favorite part about this project?

The sheer amount of data we were able to create with limited resources.

Was it challenging to work on an established property and continue its incredible tradition of fun and addictiveness?

It doesn't matter what game I'm working on, I always give my best.

What's the best thing about *Phantasy Star Zero*?

The new forms of communication we were able to implement, particularly the visual chat system.

How difficult is it to balance the same levels for both offline play and cooperative play?

We treated them like two different games on one ROM card, rather than just separate modes within the same game.

Which race and class would you choose?

FOnewearl, without a doubt.

Can you provide any insight into the future of the *Phantasy Star* series?

I'd like to take our challenge to non-portable consoles.

What is your favorite boss? Why?

If you like a boss you've created, objectively speaking, that must be a good boss.

WHAT'S YOUR...

FAVORITE MOVIE?
John Irving's *The World according to Garp*, Alex Cox's *Repo Man*, & Andrei Tartovsky's *Stalker*

FAVORITE ALL-TIME GAME?
ICO (Sony Computer Entertainment) & *Solstice: The Quest for the Staff of Demnos* (Software Creations Ltd.)

FAVORITE BOOK?
Haruki Murakami's *Kafka on the Shore*, Ryu Murakami's *Coin Locker Babies*, Phillip K. Dick's *VALIS*, & Hiroshi Ishikawa's *Mimigari Nelly no Gonyuugaku Banzai Banzai Banbanzai*

FAVORITE GAMING SNACK FOOD?
Edamame Snacks

CURRENT GAME-FOCUSED OBSESSION?
The player's ability to create.

CURRENT NON-GAMING OBSESSION?
Going for bicycle rides.

BIGGEST HOBBY?
Taking pictures.

SECRET?
http://www.flickr.com/photos/35175156@N07/

Akikazu Mizuno Art Director

What role did you play in the *Phantasy Star Zero* project?

I supervised the design work in each stage, and also did character design.

What was your favorite part about this project?

Being able to build a whole world from scratch. We all knew we were creating something good, and I could see that in the eyes of the designers, planners, and programmers.

What's the best thing about *Phantasy Star Zero*?

The fact that the game is modeled in full 3D and four players can still play seamlessly over Wi-Fi.

Was it challenging to work on an established property and continue its incredible tradition of fun and addictiveness?

If you pay too much attention to tradition, you risk making your world a very shallow one; if you ignore tradition entirely, you risk alienating the player base. It's a hard balance to maintain.

How difficult is it to balance the same levels for both offline play and cooperative play?

...I didn't have much input on the game balance, so I don't know. I just kept telling them to increase the damage of the guns. I was so afraid of the Ranger class getting nerfed...

Which race and class would you choose?

I'd choose a RAmar (male human ranger), since guns are more powerful than swords.

Can you provide any insight into the future of the *Phantasy Star* series?

...I... can't really answer this, but... oh, in Japan, *Phantasy Star Portable 2* comes out in December!

What is your favorite boss? Why?

I like Humilias, because I love mecha.

WHAT'S YOUR...

FAVORITE MOVIE?
Hmm, things like Brad Pitt's *Fight Club* and *Se7en*, and Tarantino's *Pulp Fiction* and *Reservoir Dogs*. I also like zombie movies (both *28 Days Later* and *28 Weeks Later*). Basically, I don't watch much but action movies, horror movies, and psycho-suspense movies... and the theatrical Gundam movies are masterpieces!

FAVORITE ALL-TIME GAME?
The Silver Case, the *Metal Gear Solid* series, & the *Megami Tensei* series

FAVORITE BOOK?
Japanese mystery novels; I also illustration collections and art books.

FAVORITE GAMING SNACK FOOD?
Nothing, since I don't like getting the controller dirty.

CURRENT GAME-FOCUSED OBSESSION?
World building and character design

CURRENT NON-GAMING OBSESSION?
Animation, toys, t-shirts, sneakers

BIGGEST HOBBY?
Drawing

SECRET?
I have the blood of a samurai

Kenichi Tanase Main Programmer

What role did you play in the *Phantasy Star Zero* project?

I managed player-related programs, and doled out the workload and schedule for the programming team.

What was your favorite part about this project?

The team got along really well, we really got into it.

Was it challenging to work on an established property and continue its incredible tradition of fun and addictiveness?

Satisfying the traditional player base while inserting new things was definitely hard, but very worthwhile.

What's the best thing about *Phantasy Star Zero*?

The visual chat.

How difficult is it to balance the same levels for both offline play and cooperative play?

I've made similar games in the past, so it didn't seem that hard.

Which race and class would you choose?

HUmar

What is your favorite boss? Why?

Octo Diablo, because Salisa's involvement is interesting

WHAT'S YOUR...

FAVORITE MOVIE?
The *Star Wars* series

FAVORITE ALL-TIME GAME?
Final Fantasy 11

FAVORITE BOOK?
Nanami Shiono's *Stories of the Romans*

FAVORITE GAMING SNACK FOOD?
Spicy lotus root chips

CURRENT GAME-FOCUSED OBSESSION?
Communication

CURRENT NON-GAMING OBSESSION?
Thinking about personal goals

BIGGEST HOBBY?
Traveling

SECRET?
When I first graduated, I was offered jobs at both Nintendo and Sega, but I turned Nintendo down.

Ryohei Uno Game Planner

What role did you play in the *Phantasy Star Zero* project?

I was in charge of enemies, which meant I did a lot of follow-up work on each scenario.

What was your favorite part about this project?

I liked the energy of the project, it felt like we made it from start to finish without stopping. I liked that there were a lot of young people with fresh ideas on the project, and that people actually listened to those ideas.

Was it challenging to work on an established property and continue its incredible tradition of fun and addictiveness?

Our mission was to bring in the core players while still appealing to a new generation of players using the DS's functionality. It was hard to balance those two purposes, but because of that, it was especially rewarding.

What's the best thing about *Phantasy Star Zero*?

We wanted to make it easy for a beginner to jump in, but provide a depth for you to get really involved in if you want to. There are a lot more elements than you would expect to see in a Nintendo DS game, and we didn't have to sacrifice the depth of each element to do it. I think that the fact that we could accomplish a game with this much content is the best thing about it.

How difficult is it to balance the same levels for both offline play and cooperative play?

We calculate the value of each parameter, and we play through the game and adjust things appropriately. We put a lot of work into it, playing over and over again in cooperative and offline mode to get it just right. No matter how long it took, we knew we couldn't neglect this aspect of the game, because battles are where players will be spending most of their time. It took a long time, but I think we were able the right balance in the end.

Which race and class would you choose?

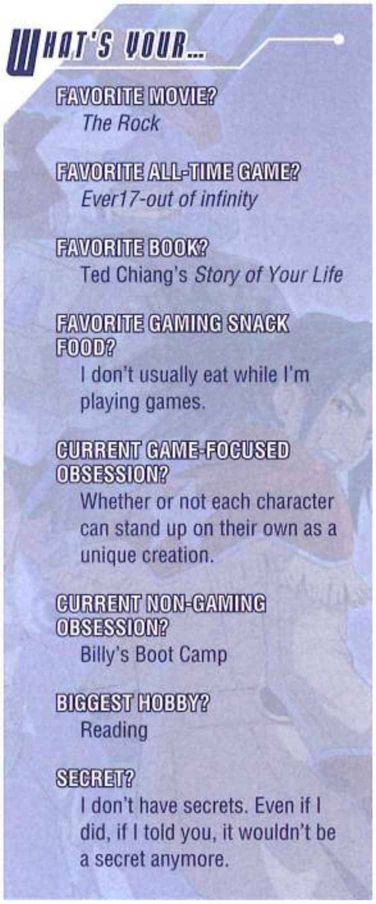
I like Techniques and I like Newmans, so I use FOnewm a lot.

Can you provide any insight into the future of the *Phantasy Star* series?

I'll leave this one to Producer Sakai.

What is your favorite boss? Why?

My favorite is probably Humilias, since I loved combining robots when I was a kid.



WHAT'S YOUR...

FAVORITE MOVIE?
The Rock

FAVORITE ALL-TIME GAME?
Ever17-out of infinity

FAVORITE BOOK?
Ted Chiang's *Story of Your Life*

FAVORITE GAMING SNACK FOOD?
I don't usually eat while I'm playing games.

CURRENT GAME-FOCUSED OBSESSION?
Whether or not each character can stand up on their own as a unique creation.

CURRENT NON-GAMING OBSESSION?
Billy's Boot Camp

BIGGEST HOBBY?
Reading

SECRET?
I don't have secrets. Even if I did, if I told you, it wouldn't be a secret anymore.

PHANTASY STAR™ 0

Official Strategy Guide

Written by Michael Lummis

©2009 DK Publishing, a division of Penguin Group (USA), Inc.

BradyGames® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGames Publishing
An Imprint of DK Publishing, Inc.
800 East 96th Street, 3rd Floor
Indianapolis, Indiana 46240

© SEGA. SEGA, the SEGA logo and PHANTASY STAR are either registered trademarks or trademarks of SEGA Corporation. All rights reserved.

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@theesa.com.

ISBN 13: 978-0-7440-1173-9

ISBN 10: 0-7440-1173-6

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 09-1 shows that the first printing of the book occurred in 2009.

12 11 10 09 4 3 2 1

Manufactured in the United States of America.

BradyGAMES Staff

Publisher
David Waybright

Editor-In-Chief
H. Leigh Davis

Licensing Director
Mike Degler

Marketing Director
Debby Neubauer

International Translations
Brian Saliba

Team Coordinator
Stacy Beheler

Marketing Coordinator
Autumne Bruce

Credits

Sr. Development Editor
Christian Sumner

Screenshot Editor
Michael Owen

Designers
Colin King
Carol Stamile

Production Designer
Areva

BradyGames Acknowledgements

Thanks to Cindy Chau for setting up the interviews with the Sega Japan team and for the million other things that brought this guide together. We'd also like to thank Brody Phillips, Wayne Shiu, and Jerry Chu for chipping in. Lastly, a great big danke sehr to Phil Musil for the last minute save!

FATE IS IN THE PALM OF YOUR HANDS
30
39
CRUSH
CRITICAL
Lightning Shot
Shade Fist
Skills
NINTENDO DS
SANDS OF DESTRUCTION
TEEN T
SEGA

BECOME A HUNTER

Uncover the Truth behind the Great Blank

200 years after the "Great Blank" Humans are still working toward peace and prosperity. As a Hunter, you'll be tasked with venturing into the outskirts and removing potential threats to the peace. The truth is coming to light and you must reveal it. Are you up to the challenge?

WALKTHROUGH

Three races and three walkthrough paths. We cover each one!

BOSS STRATEGIES

The bosses are ruthless and we provide the best strategies to bring them down!

A Dragon. Very Dangerous. You Go First. REVBURN

Combat Statistics

Resistance to Damage (By Location)

Affection Chart

There Are Traps Hidden in the Snow

5

14 CLASSES

Each class and race combination is analyzed showing the strengths and weaknesses of each type.

AFFECTION CHARTS

We detail each conversation and show which answers provide affection benefits.

WEAPON & ARMOR TABLES!

Exhaustive stats on each weapon and armor piece provide the information you need to make equipment decisions.

MUCH MORE!

- Mag Listing
- Photon Art Breakdown
- Leveling & Experience Chart
- Title & Reward List

BASED ON A GAME RATED BY THE ESRB

$17.99 USA / $20.99 CAN

BRADYGAMES

SEGA

www.bradygames.com

www.sega.com

ISBN-13: 978-074401173-9
ISBN-10: 074401173-6

©SEGA. SEGA, the SEGA logo and PHANTASY STAR are either registered trademarks or trademarks of SEGA Corporation. All rights reserved.